

SUPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 2

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KONAMI



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PICK A FIGHT!



But be prepared, because Tournament Fighters for Super NES™, Sega Genesis and NES™ puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

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One game, three unique versions!

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there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack

Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

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SEGA
GENESIS

GAME GEAR

MOVING
EDGE

SEGA



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NEXT GENERATION VIDEO GAME MAGAZINE



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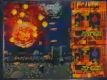
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ALL ART BY
**Terry
Wolfinger**



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY
Nintendo



ART OF FIGHTING

Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

ARCADE SMASH HIT!

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- For 1 or 2 players



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PREPARE FOR ETERNAL CHAMPIONS, USE STREET FIGHTER II AS YOUR TRAINING WHEELS.



In a wild throw attack, Blair hurls a flying attack on M. Bison. If you're not ready for this, they'll throw a flying attack on you.



In the tournament, Blair's flying attack is a real flying attack on M. Bison. If you're not ready for this, they'll throw a flying attack on you.



Check out Blair's flying attack on the game's main screen. Another game that lets you have your own flying attack on your own flying attack.



The Battle Room, where the movie itself can be seen. Blair's flying attack is a real flying attack on M. Bison. If you're not ready for this, they'll throw a flying attack on you.

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Gail's butt. Get good enough and you'll discover all the cool Overkill! Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA

ETERNAL CHAMPIONS



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HOCUS POCLIS

Travel With The Controller In Hand To A Land Where Colours Preside

Presented by:

CAPCOM



Ecco the Dolphin

(Sega CD)

Fun with flipper.

Pause the game with Ecco facing you then press: right, B, C, B, C, down, C, up. Is that a new menu I see?



Aladdin (Genesis)

Level Select:

Pause at any time and spell out ABBA, ABBA. A rencid band, but a cool code.



Aladdin (Genesis)

Your wish is David Perry's Command!

At the title screen, type in A, C, four times, then B four times and prestol Cheat city!



Dracula X (PC Engine Duo)

Special Attack

After rescuing Maria in stage 2, choose her after you die. When you use her you'll be able to perform this special attack: Quickly press Down, Up then Down/Forward + Attack. If done correctly you will be able to project your alter ego.



GENESIS PLAYERS CAN KICK SOME REAL



(Fill in the fighting word of your choice.)

STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.



The Ultimate Fight At Home.
The most popular arcade game of all time - Capcom's Street Fighter II Special Champion Edition is now on Sega Genesis.



You've Met Your Match.
The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



The Best Moves Win.
Now moves in this Special Champion Edition make the fighting more exciting than ever.



Kick Some.....
Hit the streets to your nearest store.

CAPCOM

GENESIS



One of
the highest
rated Sega
games of
all time.*

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
*All Characters rated 5/54 for the first ranking, and 7/54 for each successive thereafter. Please ask your parents' permission before calling.



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HOCUS POCUS

Travel With Thy Controller By Night To A Land Where Characters Prosper

Sonic CD (Sega CD)

More fun with Sonic CD:

At the title screen, press down, down, down, left, right, then the A button. This will land you in the sound test screen. Now just enter these codes:



To enter a debug mode for either a Normal Game or Time Attack, enter this code (a) and you'll see this screen (b).



Enter the debug code shown above, press Start and begin a normal game. Press the A button to change characters, press the C button to place objects, and press B to play the game.

Enter the debug code shown above, and go to Time Attack. Hit A or C to jump and press B to pass through objects.



This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



X uses his X-Buster to save Zeta, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba gives "X" to the ground, either he shoots or he's stuck.

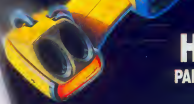


X destroys an enemy submersible, fuel tank and fittings get extremely explosive.

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CAPCOM

"N I say
 sûr said "p
 battle &
 attack
 ch



HANG ON!

PANASONIC INTRODUCES INTERACTIVE

said,
 mountain.
 Trebon said
 "go here, alright."
 and two.
 up to the u
 ck skinned u
 ically going to
 high.
 rumble up t



IT'S REAL. CES THE R-E-A-L 3DO. MULTIPLAYER..

More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

Strap yourself in; this is no armchair flying game. You plunge into pursuit, barrel-rolling through the atmosphere at Mach speeds. Pulling up to skim the planetary terrain, you lose your horizon and go into a spin. Earth. Sky. Earth. Sky. Earth. And your stomach just can't catch up. This is a video game you can feel. This is R-E-A-L.

Introducing the Panasonic R-E-A-L 3DO™ Interactive Multiplayer.™ The most highly evolved integration of audio, video and interactive technology available.

What you're seeing are near 3-D graphics



Crystal Dynamics' Total Eclipse™ gives you the real feeling of flight

combined with state-of-the-art light effects. What you're hearing is full, digital CD sound. Definitely cinematic.

Except that you're in control in a world without edges. Fly as far as you want left or right and the program never stops you.

Facts. Up to 50 times more powerful than ordinary PCs and video game systems. With up to 16 million displayable colors for photorealistic picture quality. And a custom multimedia architecture that makes

R-E-A-L so responsive it practically redefines interactivity.

There's a range of 3DO software available: from flight simulators to education, information, sports and children's titles. Plus, R-E-A-L also plays audio and photo CDs and soon, with an optional adapter, full-length movies.

Entertainment, music and more interaction than ever—the Panasonic R-E-A-L 3DO Interactive Multiplayer brings you the future in one amazing unit. And, yes, it'll fly.

To speak directly to the dealer nearest you, call

1-800-REAL-3DO. ■



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just slightly ahead of our time.®



Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 Samurai Showdown (Neo)
- 2 Mortal Kombat (GEN)
- 3 SF 2 Turbo (SNES)
- 4 Aladdin (GEN)
- 5 Sonic CD (SEGA CD)
- 6 Silpheed (SEGA CD)
- 7 Gunstar Heroes (GEN)
- 8 Landstalker (GEN)
- 9 Starfox (SNES)
- 10 SF 2 SE (GEN)

MOST WANTED

- 1 Super SF2 (ANY)
- 2 Mortal Kombat CD (SCD)
- 3 Clay Fighters (SNES)
- 4 Empire Strikes Back (SNES)
- 5 NBA Jam
- 6 Tournament Fighters (SNES)
- 7 Actraiser 2 (SNES)
- 8 Sonic 3 (GEN)
- 9 Eternal Champions (GEN)
- 10 Castlevania (GEN)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Cathy Hardy of Madison, WI • **Second Prize:** Chris Souza of Grass Valley, CA

Third Prize: Teresa Coleman of Washington, D.C.

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



young

MERLIN

THE
YOUNG MERLIN
FOR THE SUPER NES®

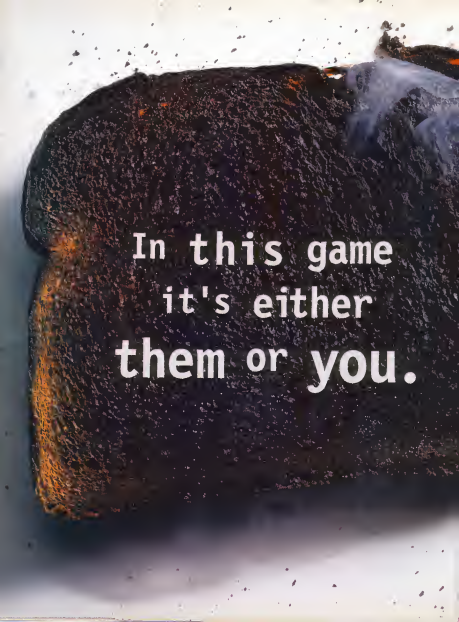
Westwood

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In this game
it's either
them or you.

GOLDIERS OF FORTUNE



You're a mercenary running down every diamond-spitting load and back-flipping head first in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your back. Recruit a friend or let the computer look you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



Available on SEGA™ Genesis™ and Super NES®.



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MONTAUR HAVING
JUST FOUND OUT THAT
THE POSTMEISTER IS IN
SERIOUS DANGER, HAS JUST
UNDERGONE A TRANSFORM-
ATION CAUSED BY THE RAGE HE
WAS SUDDENLY FEELING. *

THIS METAMORPHIS HAS
LEFT MONITAIR COLDER,
MORE MACHINE THAN MAN,
FOCUSED

AND THAT FOCUS IS TO
FIND THE POSTMEISTER

HAVING PICKED UP THE ATTACKERS' TRAIL, MONTAUR QUICKLY FOLLOWS.

MEANWHILE, THE
POSTMEISTER HAS
TO DEAL WITH
PROBLEMS OF
HIS OWN!

UFF
DOOF
GRNT!

YOU'RE GONNA
REGRET THIS YA
KNOW. MONITOR
WILL FIND ME!

I SHOULD HOPE HE'LL FIND
YOU. I THINK I'VE LEFT
AN OBVIOUS ENOUGH
TRAIL FOR HIM TO
FOLLOW. YOU SEE...

... I DON'T PLAN ON
LETTING EITHER ONE
OF YOU LIVE.

BOY, TEAM GAME
FAN MUST HAVE
YOU PRETTY RATTLED
FOR YOU TO RESORT
TO THIS. YOU MUST
BE HIDING SOMETHING.

NOT RATTLED, MERELY
CONCERNED; WHAT WITH
THE RELEASE OF OUR NEW
GAME SYSTEM SO NEAR

FOR YOUR INFORMATION, WE
HAVE SPENT OVER THREE WEEKS
IN RESEARCH AND OVER \$800.00
IN DEVELOPMENT COSTS ON THIS
PROJECT. AND SOON, WE WILL
BE READY TO
RELEASE ON

TO THE
WORLD...
THE 17
BIT
BLOWMEISTER
"PLATYPUS!"
HEE HEE!

HA! YOU
MAKE A GAME
SYSTEM? HOW
YOU GET TO BE
HEAD OF THIS
COMPANY.

ER. NEVER
MIND THAT
LAST PART

SOUNDS
LIKE A TERRIBLE
PRODUCT. NO SOFTWARE
COMPANY WILL SUPPORT
A SYSTEM LIKE THAT!

WE DON'T
CARE ABOUT
SUPPORT. WE
ONLY NEED TO
SELL SYSTEMS.
SO WHAT IF
CONSUMERS
AREN'T
SATISFIED!

YEAH, WELL I THINK PEOPLE
KNOW TO STAY AWAY FROM
"BLOWMEISTER GAME" PRODUCTS.

PRECISELY WHY
WE'VE CHANGED OUR
INITIALS TO B.G.M.
AND ALSO WHY YOU AND
YOUR TEAM MUST BE
DESTROYED BEFORE YOU
HAVE A CHANCE TO
BAD-MOUTH OUR
NAME!

CLICK
WHIRR

SHOOOSH

UHP!

MEANWHILE,
MONITAUR'S QUEST
IS ALMOST OVER...

THE TRACKS
STOP HERE

0000 READOUT
HEAVILY ARMED
FORTRESS

X100°
4 97°
00

STAT:
00001
BIO-MECH
SUB STRUCTURE...

ADDITIONAL ASSISTANCE
IS HIGHLY RECOMMENDED.

ALL RIGHT,
SEND CODE
YELLOW
BACK UP
REQUEST
TO GAME
FAN HEAD-
QUARTERS

AND SO A MESSAGE IS SENT...

ALSO
NOTED

BLINK

HMM.

SOON...

THOOM!

CREAK

ALL, HERE'S
OUR GUEST
NOW. PLEASE
COME IN,
MONITAUR!

THANK YOU,
BUT THERE'S
ONE OTHER
THING

I HAVEN'T
COME ALONE

STAY THERE

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and anyone named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Looking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . .
Strafing pirate gunboats on the South China Sea . . .
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a flying aerobatics that can thrill the audience. Some of the acts include:

Aero the Acro•Bat is a high-flying, death-defying who combines superhuman artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he's got a lot of guts."

Aero's act is based on agility and plain old guts. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the tightrope operators from the far end of the tent gathered under the big top, what might be the most

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Minette Hyssong, circus vendor.

Leaping from a towering, disintegrating platform, Aero the Acro•Bat realized that this was more death-defying than anything he had ever done.

One of the platforms was rigged with explosives, which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Suddenly, in darkness as the platform mysteriously malfunctioned, Aero leaped to safety, landing with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter noted that Ektor, who is a villain and anyone who gets in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of the cannon like a crazed kamikaze. Aero has even mentioned tightropeballerina who loves to squish bats.

But these battles can't compare to Aero's early struggle toward fame. Auditions

landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all sorts of stuff like squirting ketchup, exploding cigars, glue guns, and underwire in the sort of way you can't imagine. Next thing you know, there's grease and dynamite in the air."

Ektor hadn't been around for years. Until he appeared in the ring, where his demise in minutes was a tad "Smiley" Shimmer. "He threw a huge grin," she thought we were in for sure," said Quirion. "We didn't even get to see the candy," he added.

But Aero the Acro-Bat was a licking and kept on going. Using strength and agility, he worked on their feet! "Here the amazing acrobat around himself negotiating a endless series of trampolines, landing far into the air with a powerful force . . . all of a sudden, he was landing becoming a shishkebab on hidden spikes!" Ektor said. "It was really sharp, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into tiny pieces. The Saboteurs

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off with a fish! The audience paid their money's worth in the circus. Because the show continued right on to the next day, Aero kept right on going, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in cages, their fate yet to be determined by Ektor. "We had it gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" yelled Tad "Smiley" Shimmer. "He threw a huge grin," she thought we were in for sure," said Quirion. "We didn't even get to see the candy," he added.

reporter, the climax of the show under the big top" was a series of acrobatic stunts. The acrobat, in a moment of inebriation, makes a powerful force . . . all of a sudden, he was landing becoming a shishkebab on hidden spikes!" Ektor said. "It was really sharp, man," said David Siller, who himself sur-

both sides of the colossal clash turned out to be (continued)

SUNSOFT®



DHNN



HEY, I DID ALL THE WORK!

AT LAST! A good excuse to use my portable PC! Since a week after I had shown it off to everyone, it has been lying under my bed gathering dust. I picked it up, wiped off the dust with my hand and the damn "U" key ripped off and flew back under my bed! Beneath the bed, I went courageously lighting my way through endless computer print-outs, smelly socks, rancid coffee cups, an un-cashed check (if only!). By the time I found it, what looked like a man eating spider had laid claim to it. So, as far as this diary goes, if there are any missing "U"s, TOUGH!

Alien 3 was to be my greatest challenge yet. After writing cupboard-lids of Commodore 64 games, I was commissioned in England to produce QUOTE: "The greatest video game ever" on a machine that I had never seen. For that matter it was to be based on movie that was but a twinkle in its director's eye...

NO MORE AID

To get the level of programming off, I was going to need some major hired guns. For the best graphics around, who else but the one and only Nick "Map Boy" Benty (Who has recently completed Aladdin and Terminator CD on the Gamecube and Sega CD). It must be said that his career soared after the first year when someone told him that he didn't need to use "White Out" on the screen. He is really a frustrated programmer at heart and has loads of bug-ridden sprite routines to show off his wonderful graphics (crawl, crawl).

THE PLAN

See, off we went to a dark, wet, rainy corner in England, to a dingy castle. Our sole task to 'CREATE'. Actually, it was quite fun really. The coders gave us some new ideas. However, soon the week was over so we had to quickly 'CREATE' some stuff on the guy playing the bills wouldn't freak. Namely, Fergal Black Belt Karate, Kick Boxing, etc. I was to get programmers to sign on the dotted line! McGovern.

NOT A CHANCE

When I got back, there it was on my porch: a Super



SHINY ENTERTAINMENT

THE MAKING OF A MEGA-GAME - ALIEN 3

by Nick Jones

Ferriscom. Great name (yawn). I prefer SNES. Ripping apart the box, I revealed my SNES. By far, the best, shiniest console on the market (actually, it was a rotten, rusty, dark grey with yucky purple patches). The guys at Lamborghini would have reached for their sick bags! But, I didn't care. Rushing up the stairs, I plugged it in...AHHH! NOOOO! They didn't send me a cartridge!

Rushing back to the box, I pulled out a copy of its programming manual. HAI! What a joke, a fifteenth generation, ultra-faded, unreadable photocopy that was written in what we 'in da business' term as 'Jap-ish'. If you've ever read the manual of a Japanese toaster, you'll know exactly what I mean. On top of all of that, the machine was crammed with so many features and concepts that I was literally overwhelmed by it all. My friends came around to check out my Super Ferriscom, then cleared off home again when they realized I didn't have any games for it.

CLIMB, CRAWL, CRAWL

It was many weeks of struggling-trying things over and over. Before, firstly, I came to terms with the hardware enough to be able to start programming the game. Nick Benty and myself would work through the night, designing the look and feel. The SNES lived up to its hype. Nick had more colors than ever before and more space than ever before. But I wish I could play a game on it...AHHH! My most compelling force to get all of it working was the thought of not having to listen to Nick's Blade Runner CD for the two month limit!

The first ultra-complex tool I had to write contained artificially intelligent, interactive compression. I called it "Toad" as I'm into really meaningful names. It did most of the top secret stuff that makes the magic appear on screen...or maybe its just out 2 I lie bear.

First, we started creating the Alien corridors with the floating mist, then the corridors with the air ducts, where the screen fades away near the edges (you can see the aliens crawling around in the shadows). Soon, we added the ability to fire in all directions simultaneously. Finally, the infamous flame thrower.

One of the main problems was that, during the project, Nick registered into a motor workshop and, when he WAS actually up in the day time, he would watch TV, go shopping, do nothing-ANYTHING actually to avoid having to do any word leaping statements like 'I am a creative person, I need my inspiration, Rome wasn't built in a day, bug off, etc., I figured, in order to make sure that he did NY work, we better arrange for him to work at my house. Problems: he has two cars-the invalid blue one is permanently on the operating table and the other amazing, Turbo-V8, 3.5 liter truck, electric hood, power assisted gas cap, anti-skid seat covers (for those difficult bends), designed by computer, built by robots and smacked by Nick...so now the task is to write the while. He also has an insatiable appetite for food. My wife used to reach for the fryin' pan whenever she heard Nick open the front gate. He is on a diet now that the game is finished.

ALL WORK AND NO PLAY

Our only means of escape from the frantic hours of programming (when Nick gets here at a decent hour) is to go water skiing. It does my heart good to see Nick hit the surface of the lake at 30 MPH as he, yet again, failed to negotiate the buoys. Personally, I reckon it's the extra weight of the air tanks and his mask steering up that does it! Programming a game like this is not difficult, however sometimes things go wrong. You can get a mysterious 'Crash Bug', these can invade you for days. It usually turns out to be something totally obvious and so you feel obliged to consume copious amounts of



NICK, DAVID & NICK

beer. This works really well. However, as I have been writing games since I was 14, not beer didn't quite do the trick.

ALIEN 3: A BOMBASTIC AND LONG GAME (almost)

For all you dedicated game players out there who haven't been able to complete Alien 3 yet, I'd like to give some inside tips on how to play the game. When dropping down long air ducts, press the jump button to make Ripley fall down even faster. Only use the flame thrower in very short spurts. Red is the weakest, followed by the green flame, then the ultra-deadly blue flame. However, always pick up the red flame thrower cartridges because they last the longest.

If walking through a Face-Hugger or Chest-Burster Zone, it is best to fire grenades along the floor periodically to clear the way. If you have no grenades, then get down on your hands and knees and crawl along, taking the aliens out with your pulse rifle.

The higher levels of the game are extremely demanding and the aliens will sap your energy very quickly. However, there is a simple way to boost your energy. Locate the Medic bay on your level, collect all of the energy pods and then leave via the nearest door. Walk outside the door for around two minutes, then re-enter. You should find that the energy pods have reappeared. Likewise, look for all of the ammo pickups.

To kill the mother aliens that jump from wall to wall, 'tear 'em with the blue flame throwers or grenades.

NOT PLANNED

I hope you like the game. For my next game, I am interviewing with software publishing companies in the United States. That's where most of my LIMEX friends now live and I could use a job anyway. I might even be able to stop saying stupid things like 'GOLLY'.

CONCLUSION



GOLLY, I LOVE CALIFORNIA

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

Code YY456-75572

Document #72

Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the MFG format, making it the most powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when



Your mission begins at the training grounds in Nevada. Further instruction in Baghdad, MIG-infested flashpoints.



Cuba, Grenada, Libya, Panama, Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, there are two modes of play: arcade and campaign (for a career) which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention Your wingspan

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches; wing/body area 1070 sq. ft. Powered by non-afterburning engines. Thrust 10,600 lb., bypass ratio 34:1, weight 1820 lb. Max take-off per fuel 13,000 lb. weapon load. Max mach speed, max speed at sea level, best max speed at 35,000 ft.

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Mavencl.

**16
MEG**



Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.

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Visit your retailer or call
1-800-245-4525 to order.



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**As much excitement as you can
get from a wall socket
without that funny burning smell.**

Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Making the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

DOUBLE SWITCH™

You find yourself in the role of the century mansion full of surveillance cameras, traps, shady characters and unspoken secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.



JOE MONTANA NFL FOOTBALL™

It's a game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TriVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of problem action.



PRIZE FIGHTER™

This interactive movie game is played entirely from your point of view (and a punch and watch as your opponent roars). Take a punch, your screen rocks. Take too many punches, you're flat on your back—leaving up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.



GROUND ZERO, TEXAS™

Along dropped as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only, save them) and manipulate their forces before it's too late. But be careful. Screw up and you'll be reduced to substance particles of radioactive fallout.

like you're in the room with them. Which, in a way, you are. What does all this TriVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD
WELCOME TO THE NEXT LEVEL

SEGA SECTION

Castlevania BLOODLINES

Of all the action games that I have played (and I've played them all) there is one in particular that I always love returning to, no matter what system it is on. That game is

Castlevania, a game which could never have to many sequels. This time around the masters at Konami have finally put it exactly where I wanted it, on the Sega Genesis. Once again the lone 16 bit leaders, Sega, with a system many of us have enjoyed for almost five years and Konami, a company who's games have entertained us for ten years come together to deliver yet another great game, Castlevania Bloodlines. The year is 1917 and the Devil's concubine, Elizabeth Bartley has set out to revive Count Dracula. To do this she must travel throughout Europe recruiting all of the powers of darkness. Your job is to stop her before she wakes the beast. This is one evil lady, let me tell 'ya. I'll get to the graphics, play-ability etc...

but I must start with the music and sound effects. Bloodlines features 24 of the best tunes I have heard on the Genesis this year, in fact if the release date was in '93 the best music, cartridge award would have been different. The sound effects are just as, if not more impressive, with over 100 effects ranging from screaming enemies to exploding armor. For an 8 meg game of this size, it is quite an effort. In this all new adventure you can assume the role of either of two Belmont (the great





line of vampire hunters' ancestors, John Morris or Eric Lecarde. John uses the familiar whip, the Vampire Killer, while Eric draws a new weapon to the series, the Alcarde Spear. Although Eric is a strong character I opted for John, who is more reminiscent of Simon and can swing with the whip (a great feature). Eric also has a great move, holding down briefly and hitting jump vaults him upward. Graphically Bloodlines delivers, with huge multi-jointed bosses, great special effects like rotating towers and reflections, and detailed well animated characters and enemies. When at rest, both characters animate. The difficulty is adjustable although you won't beat it quickly even on the easiest setting, for an 8 meg game it is quite



long so a password feature is included. Since this is a preview, (like I didn't just review it) we're only showing you about half of the game here. We'll have a review for you next month, as soon as I let somebody else play it (I hogged this one), see you then.





BRUTAL



Here are some more early shots of Gametek's upcoming cartoon fighter, Brutal. Last month we received only slides, however this time around we were able to get our hands on an early ROM and feel the characters. This title shows a ton of promise. Each character animates smoothly and the control feels very responsive, even without the final moves in. You can always tell if a game is going to be good early on by looking at the work put into the titles, option screens and the demo's and judging from what we have seen so far this is going to be a great game. A lot of work is going into it. Brutal is also different enough that even if you already own a couple of fighters it is still a must have. The characters actually gain spirit and become better fighters as the game progresses, which is an exclusive feature to this title. The backgrounds in Brutal are very colorful, animated and line-scroll beautifully and, in some you will find the characters moving smoothly behind forward objects. Basically everything is here to make another great fighter for the Genesis. Look for more on Brutal as it becomes available. E Storm



Leon



Panthera



Tai Cheek



Aoki

Ken
Bunny

TIME KILLERS

Time Killers was an unexpected arcade hit in 1993, mostly due to the humor, never before seen, on-screen carnage. This game is so violent that it is totally funny. If it had gone big, like *SPZ* or *MK*, could you imagine the media blitzkrieg! "Attention all parents, your children are in grave danger! Do not let them out of the house or they may come home with a chainsaw!" Well, thankfully, TK doesn't have the play mechanics or graphics to make it big time. But as a comical, niche fighter it may find a home with quite a few Genesis owners. Fans of the arcade will be pleased to know that there is quite a lot of blood in this 16-meg cart, even more than was seen in the Genesis version of *Mortal Kombat*. The programmers at Black Pearl have done a respectable job of bringing the feeling of the arcade game home. The graphics are a bit pixelated and these aren't the greatest backgrounds I've ever seen, but the arcade version wasn't exactly beautiful to begin with. Time Killers is a hard game to review, those looking for a *Street Fighter 2* clone will surely be disappointed while others may find it so different and just totally bizarre that they will really like it. I guess this one is up to you. They say that pictures are worth a thousand words—well, here you go. —Storm out

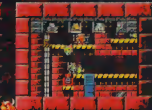


THE LOST VIKINGS



Thanks to Interplay's new 3rd Party Agreement with Sega, The Lost Vikings have finally found their way over to the Genesis. The Genesis game features all of the puzzle solving action found in the SNES version with great graphics, excellent music and sound FX and features between level animations exclusive to this version. Erik, Baleog and Olaf must use their unique fighting and defensive skills as a team to make it through the fiendishly clever puzzles that the aliens, who abducted them from their village, have planned for our three

friends. If you haven't played the SNES or other versions of this game, you have to give the Genesis version a try. The three vikings are hilarious and are kind of a Norwegian version of the Three Stooges-complete with sight gags and great one liners. The puzzles that you are required to solve get more complex as the game moves on (and it is BIG, featuring 30+ levels). The great thing about The Lost Vikings is that it isn't stuffy or boring. LV is one puzzle game that has its roots in the action game category and it doesn't mind throwing in some slapstick humor and sword play in with its mind challenges. With the many different games coming out for the Genesis this winter, The Lost Vikings stands out as one of the most unique. -Talko





Once again EA has surprised and delighted me by presenting yet another stellar effort ala Road Rash. The presence of a warning screen (don't try this at home) says what needs to be said and then it's on to the most unique, kick-butt skating game ever designed. In Skitchin you control a Rollerblader who must duel his way down hectic highways. So, how do you gain on your opponents? By grabbing onto speeding auto's of course. Oh ya, grab onto that bumper! Judge it wrong and you go flyin' baby, and if, by chance some other punk is on your ride, beat him senseless and knock him off for a little rest on the





road. Or you could always pick up a handy pipe and bonk him on the melon. This is a great game. Skitchin has superb animation, great scaling, and features tournament, 2 player alternating, head to head, one player or two player competitive modes. And finally, you want music? I got your music right here! Skitchin has the best Heavy Metal soundtrack that I have ever heard. That wraps up the preview, look forward to more on this great new title as soon as EA unwraps the final version.

-Storm Out





GOOFY'S HYSTERICAL HISTORY TOUR

It's Christmas '93 and Disney games are all the rage. Fine by me, so far, they're all good, including this one, Absolute's Goofy's Hysterical History Tour. This title, like Aladdin, features actual Disney animation on the main character.

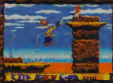
The game takes place in several historical periods, where Goofy must find a

required historical item, negotiate the level and then fight a boss. Sound educational? Well, gladly, it isn't. Goofy is non-stop

Action/Platform with long, challenging levels that will test even the best action gamers jumping skills. Graphically, Goofy delivers, with excellent animation, well drawn enemies and detailed, scrolling backgrounds. The music is a bit mild, but done OK and fits the game well. What stands out the most, however, is the excellent layout of the levels, which feature both vertical and horizontal elements and some pretty treacherous jumping. The control is great so even though the game is very challenging, it remains fun to play until mastered. Goofy's techniques include: head bouncing, grappling and swinging to defeat his foes and get where he's going and, of course, his trademark personality is featured throughout the game.

Overall, Goofy is a solid Action/Platform that is a must for all Disney fans while remaining challenging enough to please even the most demanding action gamers.

-Takahara



FIDO DiDO



PO: Map
in circles
control car
in a charac-
ter. He judges
no one and
does things in
his own alternative
way. In this game, as
in real life, Fido seems
to get himself sucked
into one predicament after
another. You see, the artist

who draws Fido has fallen asleep at her table, a choice time for Fido to spring to life and cruise the neighborhood which consists of a Sega Genesis, a pencil holder, a postcard, a waste basket, a book, and even the artist's ear. Each of these levels have an objective for Fido to overcome which takes a lot of exploring and a little ingenuity. The graphics in Fido are above average, there isn't hordes of color, but that's part of the game, being that Fido and most of the enemies around him are in black in white. Fido himself is kind of an awkward character, so it may take some time to get him under control, oh, and be prepared to do a lot of jumping. There are all sorts of objects to pick up along the way, each serves a special purpose and your job is to figure out what that purpose is. The game is pretty long and comes with a much appreciated password feature. There are also some kooky three-part bonus rounds where you first ride a bucking bronco and collect potatoes, then shoot these spuds at flying bottles for cash, and then bet that cash on some rounds of Black Jack (I have no idea what this has to do with the game but it's in there). As far as difficulty goes, I found the first levels to be more difficult than the last but average gamers will probably have their hands full for a few days. The thing that impressed me the most about Fido DiDO is that it's not just another standard action/platform (butt bounce on the enemies and reach the boss at the end of level type game). There's more thought and exploration involved. It's clear that the programmers spent a lot of time producing a quality game that breaks away from others in this category. -Mr. Goo





GROUND ZERO TEXAS

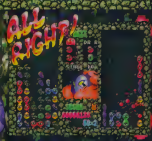
Sony Imagesoft has just added to their lineup of Twisted Tales for the Sega CD with *Ground Zero Texas*. *GT* is kind of a high-tech marriage of mad dog science and night Trap with a movie-like storyline that ties together straight ahead video shooting action. The action occurs in El Cidre, TX, where aliens have been abducting people from the town and freezing them in place. The aliens then take on the form of whomsoever they have kidnapped through a canine regeneration process and use this new form to claim more victims. You are called in as part of the team trying to rid the area of these beings. Three people before you have failed and, if you are the fourth, there is a 50% chance you will die. You have a tactical mode to finalize matters at *Ground Zero*. Similar to *Night Trap*, *GT* features a four camera surveillance system built up throughout the town. You have informants at each location and it is your job to respond to whichever area presents the biggest momentary crisis. Your job, initially you can't kill the alien-only stun them. You're got to move back and forth between the camera and waste as many aliens as you can and, eventually, your informants will give you clues to finding the alien weapons cache (get close to break out the floorcane and it will become much easier to find these weapons). Once there, you will have to disable the arsenal lock...or die trying! Once you've raided the arsenal, it isn't breaks loose and the alien crisis at you is herded of alien troops. You then have the chance to finish the job and destroy these space globs of goo! The focus in this game is on making your camera from sustaining too much damage so that they remain operational. This is, of course, dependent upon your shooting skill. If your camera goes down, you're gone. *Ground Zero Texas* is the best game to date in this genre. Although this type of presentation won't allow the player of interactive gaming that we would all like to see, the story is strong and the pace of the game makes you "feel" like you have more control over the narrative story. The video is very well done and the music and sound effects do a good job of depicting the somber, desperate mood of the game. The play controls your shooting cursor is a little loose in spots and there are times when you are sure that you wanted the slide only to find your camera absorbing more damage but play mechanics are a vast improvement over older, comparable product. Also, with two CDs and over 116 minutes of motion video, *Ground Zero Texas* provides a lengthy experience for fans of this style of game...definitely worth a look for Sega CD owners. -Taka







Anyone here at GF will tell you, I'm not the guy to ask about puzzle games. In fact, I hate 'em. That is exactly why I am writing this article. I love this game! It's like playing Street Fighter, only instead of "shortcuts", it's "yippy". That's the sound you hear just as you drop a load of Refugee Beans into your buddy's dungeon, causing him to panic and you to laugh. You see, in Dr. Robotnik's Mean Bean Machine it isn't merely stacking and matching, it's setting up strategically for color coordinated combos. To help make things even more interesting, the awesome accompanying music is fast and dangerous sounding, reminiscent of Devil's Crush. When you play against Robotnik and his Henchbots, you are first greeted by your opponent (who is animated perfectly) and then the screen scrolls down to the dungeon. During your battle, that Henchbot's face is displayed in the middle of the screen, so you can watch his expressions change according to his status throughout the match. It's pretty funny. Each of the Henchbots is more cunning than the last and each has its own strategies. Beat them all (there's over twelve) and you'll meet Robotnik himself, who looks so good in this game he deserves an action game of his own. No matter what kind of games you're into, Dr. Robotnik's Mean Bean Machine will definitely provide you with hours of fun and laughter every time you play it. Puzzle game of the year! E Storm



WWF RAGE IN THE Cage



If you own a Sega CD and you're a fan of the WWF, then Acclaim's got just the game for you. After you're done watching your Saturday allotment of the wacky WWF, here's another title to prolong the pain. Take all of the hard hitting wrestling from the cartridge games, add full motion video, personal bio's (complete with trademark tunes) on each of the 20 wrestlers and those famous steel cage bouts and you've got the ultimate experience for wrestling fans, **WWF Rage in the Cage**. Choose between one fall, brawl, tournament, or the cage and enter the most realistic wrestling action ever for a home system. Along with those features, you get the actual cheers from the crowd as well as a full vocal introduction of each combatant at the beginning of each match. The graphics here are strictly of the cartridge genre, as are most Sega CD games, but the addition of the FMV, cage bouts, and the realism that CD brings make this a game that most WWF fans should find very entertaining. Hey, if you can sit through an entire WWF match without breaking into uncontrollable laughter, then you've definitely got what it takes to master this one. -Kid Fan





Electrobrave is about to bring you into a new dimension with Jim Power the Last Dimension.... In 3D, is it really 3D? Well, pretty close. Although the images don't technically fall out of the screen, the feeling of depth is truly amazing. Through a series of scrolls and bright colors you get the feeling that you're looking into the game, not just at it. This is accomplished with the use of special polarized glasses that come packed in with the cart (free stuff is cool, huh-bah). However, 3D alone does not make a game great, so how does Jim stack up? JP has both action/platform, side/scrolling levels and horizontal shooting levels. In the action sequences you basically run, jump and shoot at the bad guys. There's a ton of playful jumping which you may find yourself trying to rush through, but beware, enemies appear fast, so until you know their patterns, move cautiously or Jim is toast...literally. The shooting is pretty standard stuff play wise, but the 3D makes it look way cool. It's like you could reach into the screen and grab your shot...and it's hard. Agile memorization is necessary, as isn't store of the effect too long; concentrate man! You're going to crash, you end!!! The music has that distinct European flavor that is actually quite good, but the graphics are the biggest plus to Jim Power. Everything screams, sssssssss, with color and there are tons of scrolls. Jim is well animated and when running he has a unique three dimensional look, although he is a bit of a cool cat. Overall, the 3D alone is worth the price of admission but you get a pretty cool game as well. It's nice to see some new approaches to the tried and true action/platform formula. Cheers to Electrobrave for having the honor to do something new. -Mr. Geo



WILDTHING



Disney's
Beauty
AND THE BEAST

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.

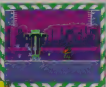


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ZOO!



Yet another small character action game is making its way to the Sega Genesis. Except that here it's not a new character, but one that is very familiar to Amiga users (although this version is a lot better)—especially in the UK. That is where this title, ZOO!, originated. ZOO! is about a marooned alien when in a cute yet hostile world. After extensive play with this little devil, here's the story. ZOO! is definitely a unique game. On the one hand, the little guy scurries around so fast, you want to bott as you would with Sonic. However, the amount of enemies, obstacles and the goal of collecting items prohibits this. So, what you end up with is a super fast character who you must move about slowly, this makes for some interesting gameplay. Also odd is that ZOO! himself has a sort of Sci-Fi look about him, yet the worlds he explores are as cute as a weekend in Paradise with landscapes of candy canes and milkshakes to . ZOO! himself can shoot, slide-kick, climb walls and sports the usual bounce attack that started with Mario and remains the leading cause of death in platform action games today. Although awkward at first, moving so fast...so slow, once you get used to him...ZOO! is a very entertaining game. It has detailed, colorful graphics, good music, interesting

bosses and is more then challenging enough. It also has a distinct European feel and imaginative quality that is a nice break from the norm. So, if action platform is your thing and you're looking for something a little different, then ZOO! should be one of your next acquisitions.

-Takahara





DUDE & MAC



BE A CAVE DUDE- SMASH A DINOSAURI

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL DINOSAURKILLERS. PICK UP YOUR STONE AXES AS YOU SET OUT ON A PREHISTORIC RESCUE MISSION. BEATING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PREDATORIAL MONSTERS THAN YOU CAN COUNT IS A JOE AT. ITS TRUE ARCADE ACTION, WITH BIG, COM-OP STYLE GRAPHICS AND THE HAD-DIST TWO-PLAYER OPTION OVER.

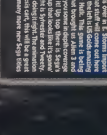
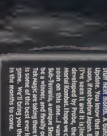
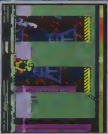
- BIRTH-THROCKING SOUND EFFECTS
- HUGE DINOSAURES TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- Savage LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FOLK
- FOR 1 OR 2 PLAYERS

TAKARA
Video Game Division

230 18th Avenue, Suite 1201-A, New York, NY 10011
Tel: 212 685-1212

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Sega previews is hardly a little light this month, not in quality though, just in quantity. All the new stuff is waiting for us in Las Vegas. I guarantee you'll see highlights of new Sega stuff next month. A bunch of it is over in 3. Shows haven't started yet, but you know that most of that stuff will come out here soon. First before Japan, then on the left in US. Good, amazing! I've seen it and it is incredible. Well, this game is being developed by people, the folks that brought us Alien 3 and Metal Gear. I hope we can bring you some of the best coverage soon on this one... I want to play it up top, there is Sega's side-scrolling, a unique shoot, 'em-up that looks like it's gonna be a winner, and finally on the right is Sylvester and Tweety. The magic is taking their time and doing it right. The animation is some of the best ever in a Sega cut, this will be a great game. We'll bring you these and many more new Sega titles in the months to come.

SEGA PREVIEWS



A game based on
the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.



CURRENTLY, LEVELS OF
EXTRATERRESTRIAL BASHING
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE ALIVE
WHEN YOU START



RETICULANS ARE ABductING
TOWNSPEOPLE FOR FOOD. SLASH
THEM INTO URGING DISMEMBER AND
STEAL THEIR WEAPONS. THAT COULD
TO KILL THEIR APPETITES



VIEW ACTION THROUGH
BATTLECAMES ARMED WITH PLASMA
DISRUPTER PARTICLE BEAMS
NEVER GET EFFECTIVE



SLASH THE CANYON WHERE 3
DIFFERENT PATRONS PAUL GUNS ON
YOU. (OUTSTANDING OR ALIENS?)
TALK FAST—SLOW VICTIMS GET
LEAD PITCHED







(Sure, it's just a game.)



HOWDY.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST  AND INHABIT HUMAN BOOIES WHICH MAKES THEM A LITTLE DIFFICULT TO  SPOT. THEN YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY BARBECUED RIBS. YOURS.  TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY. BUT BEFORE ANY SHOOTING  BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR

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BLAST BURNING STORM
THUNDER. ACCURATE TARGETING
RECOMMENDED OR SUFFER FROM
A FATAL CASE OF LASER BURN.



CLUES LEAD YOU TO THE BROADEN'S
ORIGINAL CANNON. (A)
ONE WRONG MOVE AND YOU'LL
BLOW IT AND THE WHOLE TOWN!



HELP THE FRODO BILBO BAGGINS
SPLATTER CRICKET ALIEN GUTS
ALL OVER MAIN STREET. (YOU MAY
BLOW CRICKETS WHEN YOU SEE
THIS) A REAL BANNER FOR THE
SANITATION DEPARTMENT!



ALRIGHT. WITH BURNING TOWNS IN
THE WINDSWEPTS OF A LASER
CANNON. FRODO IT VAPORIZE
THE BROTHERSHIP AND SAVE THE
HUMAN RACE FROM BECOMING
BURN.



THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. WE SPENT 3 MILLION DOLLARS ON THE BEST SPECIAL EFFECTS, STUNTS, BLASTING ACTION AND THUNDERING SOUND EFFECTS MONEY COULD BUY. (THE SAME FOLKS MADE ROBOCOP.) THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A FULLY INTERACTIVE, GREEN BLOOD-SPLATTERING, ACTION-PACKED ADVENTURE WHERE EVERY DECISION YOU MAKE CHANGES THE ACTION EVERY TIME YOU PLAY. THIS GAME IS SO REAL THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER.

FOR SEGA CD.

GAMEFAN'S 2ND ANNUAL:

'93 has come and gone and left a sizeable amount of quality software in its wake. While the Genesis saw its best year yet, with programmers maxing out the hardware, the Super NES saw only one SFX game and not nearly as much breakthrough software as we had anticipated. Nintendo will make its first move at the upcoming CES and then go for the KO in the fall of '95, with their powerful Project Reality. Sega, Sony, SNK and Atari will all launch new systems in '94 as well, although some will debut first in Japan. The 3DO has already hit but whether it's a "game" machine or a Sales Army console has yet to be determined. Yes, '93 was an interesting year, the whole world found out. Mortal Kombat hit the news, Sonic hit Saturday mornings and companies like AT&T, Matsushita, Viacom and other monster co's joined the fray. I think '94 is going to be an interesting intro. to '95. -DW

Here's the way we saw it over the past 12 months. Our voting was done with each GF member separately to achieve the most accurate results. Sega CD titles are incorporated into the Sega category due to a limited selection of software. Import titles are excluded (an exception was made in Skid's Act/Platform choice due to special circumstances). Congratulations to the winners! Hope to see you here next year.

Action/Platform: Sega

Skid-Sonic CD (with original Japanese music)
Sgt. Gomer-Buster's Hidden Treasure
K-Lee-Gunstar Heroes
Kid-Fan-Gunstar Heroes
Winner: Gunstar Heroes/Sega

Action/Platform: SNES

Skid-Battletoads in Battlemaniacs
Sgt. Gomer-Tiny Toons
K-Lee-Tiny Toons
Kid-Fan-Tiny Toons
Winner: Tiny Toons/Konami

Fighting: Sega

Unanimous decision: Street Fighter 2 SCE/Capcom

Fighting: SNES

Skid-SF2 TE
Sgt. Gomer-Clay Fighter
K-Lee-SF2 TE
Kid-Fan-SF2 TE
Winner: Street Fighter 2 TE/Capcom

Shooting: Sega

Unanimous decision:
Silpheed/Sega/Gama Arts

Shooting: SNES

Unanimous decision: Star Fox/Nintendo

Action/Adventure: Sega

Skid-Allen 3
Sgt. Gomer-Flashback
K-Lee-Flashback
Kid-Fan-Flashback
Winner: Flashback/US Gold

Action/Adventure: SNES

Skid-Allen 3
Sgt. Gomer-Jurassic Park
K-Lee-Allen 3
Kid-Fan-Allen 3
Winner: Allen 3/Acolaim

Action/Arcade: Sega

Unanimous decision-Final Fight CD/Sega

Action/Arcade: SNES

Unanimous decision-Batman Returns/Konami

Best Movie Game: Sega

Unanimous decision-Aladdin/Sega/Virgin/Disney

Best Movie Game: SNES

Skid-Allen 3
Sgt. Gomer-Batman Returns
K-Lee-Batman Returns
Kid-Fan-Allen 3
Winner: Allen 3

Best Cartoon Game: Sega

Skid-Stimpy's Invention
Sgt. Gomer-Buster's Hidden Treasure
K-Lee-Stimpy's Invention
Kid-Fan-Stimpy's Invention
Winner: Stimpy's Invention/Sega

Best Cartoon Game: SNES

Skid-Tazmania
Sgt. Gomer-Tiny Toons
K-Lee-Tiny Toons
Kid-Fan-Tazmania
Winner: Tazmania/Sunsoft



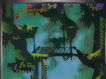
GUNSTAR HEROES



STREET FIGHTER 2 SCE



SILPHEED



FLASHBACK



TINY TOONS



SF2 TURBO HYPER



STARFOX



ALIEN 3



(sure, it's just a game)

NOTICE
 THE MAKERS OF
 ACTION HERO DO NOT
 CONDONE ROUNDHOUSE
 KICKS TO THE HEAD,
 WANTON BLOODLETTING
 OR PUSHING PERSONS
 FROM HEIGHTS IN EXCESS
 OF TEN STORIES (UNLESS
 OF COURSE, IT'S
 IN SELF DEFENSE).



SOUL HEARS PLAY
 CHOSEN WITH TRAFFIC
 AS YOU BRIDGE HOLOSTO-
 COCKTAIL-CHUCKING
 CONVERTIBLES, LOOM
 AROUND DOUBLE-
 BARRED CARS, AND
 ADD TREACHEROUS
 POETRIES.



AND PLEASE DON'T
 CHALLENGE THE HEAVILY
 ARMED HELICOPTER AS
 BENEDICT AND THE RUPPER
 ATTEMPT TO RESCUE YOU
 TO SO MUCH PETROL-
 SCENTED HEAT.

IN FACT, WHY DON'T YOU
 JUST SIT IN YOUR SOON
 AND PLAY SOME
 HARMLESS, NONVIOLENT
 GAME-LIKE HARMLESSES.
 OR TAKE A NICE,
 WHOLESOME NAP.

LAST ACTION HERO
 FOR SEGA GENESIS
 AND SNES IS
 AVAILABLE FOR
 RENTAL, NES, GAME
 BOY, AND GAME
 GEAR VERSIONS ARE
 AVAILABLE FOR SALE.

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LAST ACTION HERO



Platform: Sega

Unanimous decision-Dr. Robotnica
Menn Bean Machine/Sega

Simulation: Sega

Unanimous decision-AH3-
Thunderhawk/JVC

Strategy: Sega

Unanimous decision-Shining
Force/Sega

Action/RPG: Sega

Unanimous decision-Land
Stalker/Sega

RPG of The Year: Sega

Unanimous decision-
Lunar/Working Designs



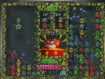
FINAL FIGHT CD



ALADDIN



STIMP'S INVENTION



BEAN MACHINE

Platform: SNES

Skid-Super Q-Bert
Sgt. Gamer-Lost Vikings
K-Lee-Bomberman '93
Kid Fan-Lost Vikings
Winner: Lost Vikings/Interplay

Simulation: SNES

Skid-Mech Warrior
Sgt. Gamer-Super Battletank 2
K-Lee-Mech Warrior
Kid Fan-Mech Warrior
Winner: Mech Warrior/Activision

Strategy: SNES

Unanimous decision-King
Arthur's World/Jaleco

Action/RPG: SNES

Unanimous decision-Legend
of Mana/Square

RPG of The Year: SNES

Skid-Paladin's Quest
Sgt. Gamer-Paladin's Quest
K-Lee-7th Saga
Kid Fan-Paladin's Quest
Winner: Paladin's Quest/Enix



TMN RETURN



ALIEN³



TAZMANIA



ROCK & ROLL RACING

Driving/Racing: Sega

Skid-Jaguar XJ220
Sgt. Gamer-Formula One
K-Lee-Formula One
Kid Fan-Formula One
Winner: Formula One/Domark

Best 2 Player Game: Sega

Skid-Dashin' Desperados
Sgt. Gamer-Dashin' Desperados
K-Lee-Stimp's Invention
Kid Fan-Dashin' Desperados
Winner: Dashin' Desperados/
Data East

Most Innovative New Game: Sega

Skid-Landstalker
Sgt. Gamer-Silphed
K-Lee-Ranger X
Kid Fan-Landstalker
Winner: Landstalker/Sega

Best Music: Sega CD

Skid-Lunar
Sgt. Gamer-Batman Returns
K-Lee-Lunar
Kid Fan-Lunar
Winner: Lunar/Sega/Game Arts

Best Music: Genesis

Skid-Gunstar Heroes
Sgt. Gamer-Gunstar Heroes
K-Lee-Rocket Knight Adv.
Kid Fan-Landstalker
Winner: Gunstar Heroes/Sega

Driving/Racing: SNES

Unanimous decision: Rock 'n
Roll Racing/Interplay

Best 2 player game: SNES

Skid-Battletoads
Sgt. Gamer-Zombies
K-Lee-Battletoads
Kid Fan-Battletoads
Winner: Battletoads/Tradewest

Most Innovative New Game: SNES

Skid-Taz-Mania
Sgt. Gamer-Taz-Mania
K-Lee-Starfox
Kid Fan-Taz-Mania
Winner: Taz-Mania/Sunsoft

Best Music: SNES

Skid-Starfox
Sgt. Gamer-Astralizer 2
K-Lee-Starfox
Kid Fan-Starfox
Winner: Starfox/Nintendo

Best Music: Other

Skid-Sonic CD (Mega CD)
Sgt. Gamer-Crash & Burn 3D0
K-Lee-Dracul X (PC Duo)
Kid Fan-Sonic CD (Mega CD)
Winner: Sonic CD (Mega
CD)/SOJ



AAAAHHHHH...

AAAAHHHHH...

AAAAHHHHH...

AAAAHHHHH...

CLIFFHANGER™ SONY



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993



Climb, jump and swing your way through exciting levels, with adrenaline-fueled fun. The 3-D action sequences are exclusive to the Sega CD version and blow you out of your chair.



Tell your ropes! Break the tension of a rope you'll have to hold as you master vertical obstacles, dislodge bridges, and a deadly avalanche. Listen for the cry of the bear, or you'll be lying under it.



Roll the barrel, armed attack helicopter, rescue the hostages and knock off the baddest terrorist leader. Before he takes you into a level beyond rescue.



Hang off for the last time ever on any video game. Test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be the best to be beaten".

Available for all Nintendo® and Sega™ systems.

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Best New System:

Skid: Atari's Jaguar
Sgt. Gamer: 3DO
K-Lee: Atari's Jaguar
Kid Fan: Atari's Jaguar
Winner: The Atari Jaguar

'90's Biggest Disappointment (2 each)

Skid: Tie-Changing the music in Sonic CD/Amiga's lifeless CD32
Sgt. Gamer: too many Neo Geo fighting games/no Power Drift for Sega CD
K-Lee: Changing the Music in the US Sonic CD & TTT/no SF2 for TurboGrafx
Kid Fan: 3DO's gameless launch/No SFX titles

Best System of '90:

Skid: Genesis
Sgt. Gamer: Genesis
K-Lee: SNES
Kid Fan: Genesis
Winner: The Sega Genesis

1994 Wish List:

Skid: Lots of Jaguar support/Wonderdog sequel
Sgt. Gamer: No more fighting games. Action games for the Neo Geo. 3DO software (lots)
K-Lee: SF3 Arcade
Kid Fan: V.R. Glasses for the Jaguar

Best Handheld:

Unanimous decision: Game Gear

OVERALL WINNERS

Action/Platform
Action/Adventure
Fighting
Shooter
Action/Arcade
Movie Game
Cartoon Game
Puzzle
Simulation
Strategy
Action/RPG
RPG
Driving
2 Player
Music

Gunstar Heroes/Sega
Alien 3 SNES/Acclaim
Street Fighter 2 SCE/Capcom
Slipheed/Sega
Batman Returns/Konami
Aladdin Sega/Virgin
Stimp's Invention/Sega
Mean Bean Mach/Sega
AH-3 Thunderhawk/JVC
Shining Force/Sega
Landstalker/Sega
Lunar/Working Designs
Crash & Burn/Crystal
Dashin' Desp./Data East
Lunar/Working Designs

BEST NEW CHARACTER

Skid: Bubby
Sgt. Gamer: Aero
K-Lee: Sparkster
Kid Fan: Bubby
Winner: Bubby

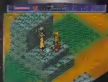


GAME OF THE YEAR

Skid: Gunstar Heroes
Sgt. Gamer: Gunstar Heroes
K-Lee: Starfox
Kid Fan: Landstalker
Winner: Gunstar Heroes



AH-3 THUNDERHAWK



LANDSTALKER



LUNAR



DASHIN' DESPERADO



MECHWARRIOR



SECRET OF MANA



ALADDIN'S QUEST



BATTLETOADS

I originally saw Metal Fang for the first time 2 years ago at the Winter CES. It was slated for release on the Sega CD at that time but slowly disappeared. It has now surfaced in Japan as a 4 meg cartridge. It's a little late, so late in fact that it now pales in comparison to today's more advanced software. Still, it has an interesting premise and a creative design. Metal Fang is a

race of humans who have been reconstructed and are now 100 times more powerful than the average man. As a hobby, these ganga race to the death on a floating track in Cyber City. One day, a regular human (a boy) enters the race and actually wins. Frightened that the spirit of this boy may make the others aware of their human heart and spirit, the commissioner of the races has him killed. The boy is then found by a scientist who, knowing of this injustice, reconstructs the boy as the strongest Metal Fang ever. And now his revenge has begun...wow! Somebody should make this movie! In the game itself, you don't really get to take control. It's more of a strategic battle as you try to take out the enemy Fangs' cars. Other than that, this is a well put together and graphically OK game.

Changing it into a dedicated driver would have made it a viable US release...last year. Mr. Goo

METAL FANGS



SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



Our games go to 11!

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NOW STALKING A STORE NEAR YOU
BEWARE

PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

SONY

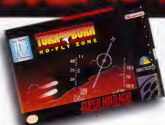


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TIME FOR MORTAL



Baring talons and landings on the rolling deck of a seaborne carrier call for nerves of steel!



Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

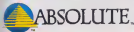
Flying kicks. Super punches. Firebells. Death bows. Some people call this type of fighting "combat." But there are others who call it kid stuff! Like me, one who's sat in the cockpit of an M1A2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!

SOME REAL COMBAT!



And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.



Murderous day, slink, and night deeds against a well-armed and numerous foe test your tactical ability!



Go head-to-head to take on officers with the high-speed Phoenix machine gun!



Call in F-15 air support to sweep down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

SUPER STAR THE EMPIRE STRIKES BACK WARS



Will You Accept the Challenge of a Jedi Knight?



Take a journey to meet a few
newcomers in this Jedi Knight's quest.



With amazing graphics and sound,
Walk in the shoes of the Jedi.



A Jedi Master and his Padawan lead the
Jedi in the Clone Wars.

In a vast, uncharted galaxy you and your Rebel forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game Super Star Wars.

DESIGNED BY
Nintendo

SUPER NINTENDO



JVC



PLANET SNES



AVAILABLE MARCH • 1-4 PLAYERS • ARCADE • 12MBG • ACCLAIM • SNES



Get that weak crap outta here cuz there ain't no way you bringin' that garbage into my house! Here it comes man, ya see it? Ya want the rock? Can't have it baby cuz I'm goin' 'cord...FACE!!! Welcome to the ultimate 4 player action, Acclaim's NBA Jam for the SNES.

Iguana Entertainment has done a fantastic job of translating the popular arcade game for the home. This SNES version features great color and animation and has all of the moves (dunks) that Williams' arcade machine featured. There is not as much voice in the SNES game but the sound quality on the samples it does contain is excellent. There isn't as much detail on the players (they don't have the big ol' fat heads) but the animation is good enough to convince you that you are playing an excellent home version of NBA Jam. Besides, what makes NBA Jam a great game is not the graphics but the competitive game play. One of our



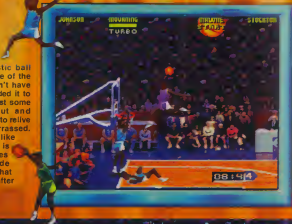


reviewers once referred to this game as the SF2 of sports games. That is a great way of describing this game and, although it's not a "sports" game in the strictest sense of the term, the SF2 comparison really shows. At the heart of what makes NBA Jam great is the feeling you get when you've beaten your opponent to a point on the floor and getting serious air as you ram one on his head before he can send your stuff into the 5th row. In 4 player simultaneous, you'll be exchanging "lives", finger wagging and shouting crap and talkin' trash to the poor sap that you just peppered with flying glass from that backboard that you just brought down and "air" expressed to St. Vinnie's. NBA Jam is also loaded with play features that keep the long term play value high, the most important being that the computer opponent is excellent and always represents a challenge. I think this is where the SF2 comparison is valid. The key to this is





the exchange when your opponent is trying to dunk on you or prevent you from dunking. NBA Jam has the best shot blocking of ANY b'ball game ever made and you never feel like you're out of the play or don't stand a chance of recovering. Best of all, the game has a three dimensional feel, realistic ball physics and you can actually make use of the glass. Although the arcade game didn't have instant replay, I wish that they had added it to the home version because there are just some moments when you've reached out and "touched" someone that you've just got to relive in front of the poor sap you've embarrassed. Arcade fans and basketball freaks alike should rush out and buy NBA Jam, it is one of those rare games that combines the best of sports and action/arcade games and wraps it up in a package that will have you playing the game long after you beat it. Talko



ALFRED CHICKEN

It was bound to happen sooner or later...Someone made a chicken game! Software Toolworks to be exact. I knew something was up when we received a package from ST with two roasted chickens in it and a video tape. Then just a week later a Fed-Ex pack hatched the game, and here it is, Alfred Chicken. Although Alfred is obviously aimed at a younger audience it is a well programmed and entertaining action/platform game with some unique play mechanics and long challenging levels. In fact, it is hard enough that I would have to recommend it for ages 13 and above. Alfred, a funny little red chicken, must avoid obstacles, drill enemies and find his way out of 6 worlds, each with 4 areas that are packed with vertical and horizontal game play. In this game, like James Pond, the characters are small while the levels are vast, this allows for complicated, obstacle filled levels, providing the player with equal amounts of strategy and platform action. The bad guy in Alfred, similar to our friend Robotrix, is always waiting from your last encounter, making him increasingly more difficult to defeat as the game progresses and really



FLASHBACK

It was only a matter of time before US Gold released a SNES version of their Genesis mega hit Flashback. For those of you who are unlucky enough to never have played Flashback, you're in for some major fun, as this game features some of the most brilliant animation, cinematic intermissions, and addictive gameplay ever to grace a home console. You control Conrad Hart, a master marksman, who's stumbled upon a secret plot by aliens to conquer the Earth. Your quest begins after a

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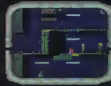
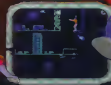
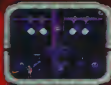
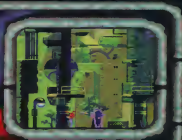
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narrow escape and a crash landing on a densely forested planet. Flashback follows in the tradition of Prince of Persia and Out of This World, only much better. The game is incredibly interactive and accurate. Conrad moves and controls like a real person would with over 2000 frames of animation on his character alone. Each level presents an objective for you to overcome before moving on and you must find necessary objects and items to progress. The graphics are crisp and detailed and have a Blade Runner feel to them, and the music and sound effects add to the atmosphere of the game. Flash Back thankfully has a password feature which is necessary as there's no way to finish this game in even two or three sittings, but you'll try. In fact, this game is so addicting and involved, it's guaranteed

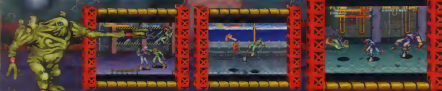
to keep you up, bleary eyed, most of the night and early morning trying to beat each level. Flashback was one of the most amazing cartridges for the Genesis and without a doubt is destined to be the same for the Super NES.

-E. Storm



THE PEACE KEEPERS

Jaleco is set to release the third game in their popular Rival Turf series, Peace Keepers, which has the potential to be the best one yet. In the story mode, you can choose between: 1) Prokop-a slow but powerful fighter who is searching for his kidnapped sister, Amy. 2) Flynn-a brags street brawler who is seeking revenge for the death of his long time friend, Harry. 3) Echo-a tough, street smart lady who was parented by Harry after witnessing the murder of her grandfather. Or 4) AI-an expert martial artist who wants to see that justice is served. The DM corporation (specializing in bio-genetic research and world domination) is directly responsible for these injustices, and it is up to you to crumble this over ambitious conglomerate. In the VS. mode, you can play as any of these characters plus 2 others (Norton and Orbot) in one of three wrestling rings. #1 has mines, #2 has electrical pads, and #3 is plain vanilla, complete with weapons and various other items. Play-wise Peace Keepers is reminiscent of Final Fight or Streets of rage, only bigger, and here you have the option of playing up with up to 4 players, using the Multi-Tap. I can't really go much deeper in than that in our preview, this is an early version. As soon as we get the done deal I'll round up Storm, Kid-Fan, and Takahara, and we'll see who's the king of these streets. -K.Lee

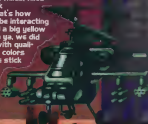
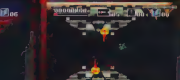


CHOPFLIFTER III

RESCUE ★ SURVIVE

Just about every game enthusiast over the age of sixteen has some sort of fond memory of Choplifter. From the old Atari days to the Master System to the Amiga, everyone played it sooner or later. Then again, you could be one of the many who entered the world's greatest past time with the introduction of 16 bit (oh, how lucky you are, those were painfully dull days). Therefore, you are unfamiliar with Choplifter. Well, it's simple really. You fly across hostile military battle fields, filled with air and ground enemies, locate hostages, pick them up and then return to base, that's it. Hey, that's how games used to be...simple. We were so stoked to be interacting with the TV that we probably would have guided a big yellow ball through a maze, eating blue dots and fruit...oh ya, we did that. Anyway, now you can return to Choplifter with quality music & sound effects, realistic artwork, vivid colors and longer more complex levels. Gone are the little stick figures you know as hostages, they have been replaced with small, well animated sprites. In fact, everything in this version is upgraded. So, if you want to take a trip back to the good ol' days with today's graphic and audio improvements, Choplifter is the only game in town.

-Kid Fan





ROBOCOP vs. TERMINATOR

After having a blast with the Genesis version of RoboCop vs. Terminator, I figured that, like most Virgin titles, the SNES version would be even hotter. But hold on, Virgin didn't program this one and it is somewhere near the game the Sega one is. Although the basic layout is the same, this version is less detailed, void of sound effects, has distant, repetitive music and Robo looks like he galloped about 20 pounds. Also missing (of course, it's a SNES title) is the goo when you blast an enemy. It's funny, they had to take the female characters (see to our issue) out of the Sega version but they left in the blood. But here they left in the females and took out the blood! Censorship of its finest! This is tough for me to write because I'm a big fan of Virgin's games but this little test isn't up to par with the rest of their lineup. It's still better than previous SNES versions of RoboCop and the first level has some nice features, like characters from the background shooting into the screen at you. But the graphics and sound effects don't support the action. RoboCop taillights

may find enough here to satisfy them but gamers in search of superior graphics and play mechanics will have to play the Genesis version to know the true game. Hey, at least the plastic box is awesome!

-Storm Out



TURN AND BURN

NO FLY ZONE



Turn and Burn is Absolute Software's newest combat simulation. In this game, you pilot your F-14 through a series of 16 missions against air and land based targets with the goal of enforcing the President's "No Fly" zone. Although I hesitate to call Turn and Burn a simulation, it does allow for multiple weapon systems, barrel rolls, landings and other flight maneuvers (like mid-air refueling) that are associated with quality flight simulations. T&B, like Super Battle Tank 2, is a first person shooter that has simulation overtones. The graphics are very good, with realistic night flying, takeoffs, multiple viewpoints and digitized close-ups when you send a heat seeker up a bogey's back door (my only complaint is that the terrain is unrealistic in its "rolling carpet" appearance). The designers have also managed to create a realistic sense of flight movement by combining the basic physics of kicking in the afterburners, flying through clouds and an ever-changing horizon. Fans of games like Afterburner, G-Loc and Lock On will find a lot to like about Turn and Burn. Once again, Absolute has been able to achieve an effective blend of action and simulation for the 16-bit market and created a very playable combat game with arcade roots. Talka





BUGS BUNNY IN RABBIT RAMPAGE

Rabbit Rampage is the perfect game for people that grew up with the Bugs Bunny cartoon show (over the last 30 years, who hasn't?). The members of the development team at Sunsoft are obviously big BB fans because the first thing that makes you take notice of this game is the sheer number of regular and bit characters from the series that make an appearance. They're all here; Yosemite Sam, Marvin, Elmer Fudd, Broom Hilda, the hunting dogs from the "Fox and the Hare" episode, the sheep dog (Sam) from one of Bugs' many run-ins with Wile E. Coyote, among others. The backgrounds are also taken directly from the cartoon (Hansel & Gretel's world from the Broom Hilda episode is one of the best examples) and they are drawn with the same attention to detail that is shown in the selection of these classic BB foes. The character graphics are large, colorful and well animated with particular attention being paid to Bugs and the animation of his many moves (which include pie throwing, spinning, the famous Bugs kick, the use of many Acme products and Bugs' version of the butt attack). Making use of the Acme products is some of the best fun in the game,





especially the bulls-eye where, when you drop it under a bad guy, the classic anvil smash occurs and your enemy is flattened. The music will also make fans take notice as they try to remember which episode a particular song came from. Although, technically, the music could have been better, the song choice is excellent and the tunes really enhance the play value of the game-as do the clear voice samples that have been used in the title. As with Sunsoft's other Looney Tunes games, the control takes some time to get used to and the game is difficult even after you get it wired. But, you won't mind spending time trying to beat Rabbit Rampage because the quality of the license and the attention that the design team has given to those features that make Bugs Bunny a timeless character are more than enough to hold your interest. Rabbit Rampage is a great effort and one of those games that is perfect for those after Christmas blues when you need a long, challenging game to play on a cold winter's day. So, run out and find a copy and bring that "wascally webbit" home for the holidays. -Talko



ASCII is getting set to release their first Action/Platform title in the US, Ardy Lightfoot. Ardy, first and foremost, features very colorful backgrounds and excellent animation on the main character and his alter ego, who you can use as a weapon or to absorb one hit before Ardy is affected. As Ardy, you can jump or super jump, using your tail as a spring mechanism or, to climb, duck, push, or pull. The quest has you searching for the jewels of the rainbow as you fight a collection of foes above and below ground. In addition to the side scrolling Action/Platform game play, Ardy's progress through

the game is marked on a 3/4 perspective, diagonally scrolling map that gives this title more of an action/RPG feel than you might expect looking at the character graphics, which are obviously aimed at a younger crowd. Ardy Lightfoot is set for release this winter on the SNES. If you're a big fan of AP's, you'll want to check out Ardy. Talko

ARDY LIGHTFOOT



TOTAL CARNAGE

Total Carnage is, as most of you know, the arcade sequel to Smash TV. The original game was brought home to the SNES by Acclaim and it was an excellent translation (but still not an exact translation of the 32bit arcade game). It was tough, but it kept you playing and interested. The sequel, from THQ/Black Pearl, is just as tough to beat in one player mode. It isn't a question of your gaming ability, most will simply not win without a cheat or code. Total Carnage is similar, but not exactly like the arcade version as well. Characters,

backgrounds and enemies aren't as detailed and some slowdown and flicker is present. However, with the TM tunes in place and the hilarious between round scenarios, the player still gets the general feeling of the original. Sequels are always measured by a tougher standard than the originals and Total Carnage is no exception. Given the recent advancements on the 16 bit platforms, TC doesn't quite have the impact that it would have had a year ago when Smash TV came out, so this title may be limited to the hardcore coin-op fan only. This repetitive shooter offers little new to a market that is striving for change. -Takehara



CLAYMATES

Interplay and clay have now become synonymous with not one but two games featuring the animation rage of the nineties, Claymation. This second title, Claymates, features the same quality of high resolution animated characters as Clay Fighter, except this time it's Action/Platform. Get ready to play a barking mouse, a cat, a fish, a beaver, a duck and a little wad of punching clay in a totally involved side-scroll, Action/Platform. The goal here is to rescue your father (the inventor of the clay transformation technique) and to become human once again, as his abductor has turned you in to clay before snatching dad. There are two types of play mechanics in Claymates, the first (although

just an interlude) is puzzles that get increasingly harder as you guide two robots to their weapons and then to the entrance of the level, where they will clear your path. Then, it's on to the actual levels, which are long and often complicated. A lot of exploring is usually required in finding the exit. During each level, you will come across little balls of clay which, when touched, will transform you into one of the Claymates most suitable for the terrain ahead. Touch another of the same color and it will upgrade your offensive power. The graphics in Claymates, although on the cute side, are excellent and the music is great but what stood out the most for me were the bosses, which are totally cool looking clay creations. Claymates also has awesome bonus rounds. At the end of each area you get to jump for one of the letters in "clay". Spell the whole word and it's off to one of two bonus rounds, either a scaling golf or a crazy pinball level—both are most impressive. As far as play mechanics go, there is plenty here to keep it interesting and the challenge and length of the game are both worthy. Claymates is scheduled for an early '94 release and should be a favorite among the Merio set. It has all the ingredients a good Action/Platform needs to succeed and a non-violent premise.

—E. Stone



X-KALIBER

2092

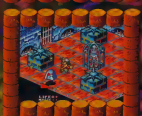
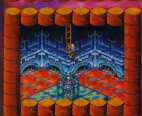
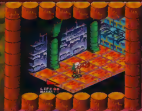
Last month we previewed *Secret Agent* and wondered if a US version would surface. Sure enough, Activision has picked it up and it is now known as *X-Kaliber 2092*. Although the game itself remains relatively the same, except for the translated speech, they have added a new Techno soundtrack by Paylessend. So, now you can play it and then dance to it. The action takes place in Neo New York in the year 2092. Letterman obviously isn't on any more and the place has gone to hell. Although, there are no cars to go to and no parks to walk in. You do what goals told by the evil Raptor. He has unleashed some mutating morphs to keep people in line. What a heck. There's only one guy he's afraid of. Me! the game reviewer! Me! Me! He! He, it's Slash, the guy in the game that wields X-Kaliber, a sword more powerful than even Raptor's! Besides being your average garden variety side-scroll action cart, X has great back grounds, a lot of neat effects, good color and, if you're into Techno, good music. The characters could use some more animation and play mechanics is a little slow and some grappling would help. A little more uniqueness would have been greatly appreciated but, if the basics are enough for you, then you should be quite pleased with the game. Personally, I'm looking for a little more diversity. Beginners will appreciate the "easiest" mode which allows you to coast through most of the game and the rest of your family can do the Funky Chicken while you're playing. So, if that sounds like a good time, there ya have it.

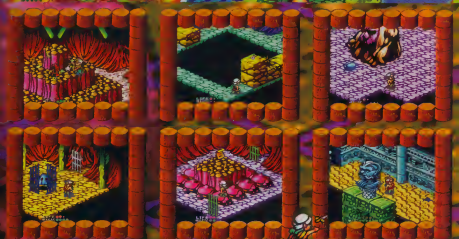
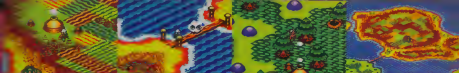
Mr. Goo



Solstice II

What could have been one of the best SNES titles of either '92 or '93 will now likely become one of the best for '94. Yes, Equinox (the SF version, Solstice 2 is pictured here) has finally been approved by Nintendo and will become available here very soon. When this title hit the stores in Japan, it sold out almost immediately. We shopped around Japan for over a week, searching everywhere to find this one and then paid through the wazoo to get it, but for you...anything. GF readers must know about such masterpieces so they can clear their calendar accordingly. Equinox is an amazing game, from the music to the isometric viewpoint, to the Mode 7—it is a dramatic, involving experience. What I can't figure out is why the SNES titles of '92 (that's when this title was actually developed) are so much better than what is currently available, because I've maybe played 2 or 3

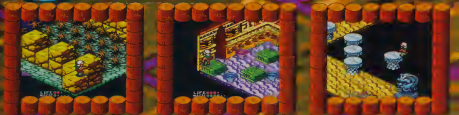




SNES games this year that are as good as Equinox. If unlocking mysteries, exploring vast labyrinths and negotiating a huge, Mode 7 outside world, all to the best sound the Sony chip has to offer, sounds

like fun, then Equinox should immediately jump into your 1st quarter game plan. We'll have an in-depth review on Equinox as soon as a US release date is set.

E Storm





Val d'Isère CHAMPIONSHIP



Do any of you "youth challenged" gamers out there remember when Coleco was going to release a 3D skiing game for the Colecovision? I do...and then the crash of '84 hit and, with it, my virtual skiing dreams vanished. Nintendo created their skiing game for 8-bit and it was fun but the 16-bit market has remained devoid of any downhill challenges (no soccer games but not one skiing game? Go figure...)...until now. Electrobrain will be releasing Winter Xtreme during the first quarter of '94 and, even at this early stage, it is a skier's video game dream. Featuring some of the best and fastest Mode 7 graphics on the SNES, Winter Xtreme will allow 1-3 players to compete in timed contests on both skis and snowboard in a series of events, including: Slalom, Giant and Downhill. The attention to graphic detail in the game is remarkable to the point of including simulated eye fatigue, sun spotting and even a degree of snow blindness. The sound effects give you the feeling of actually zooming down the slopes of Aspen! Electrobrain has been working around the upper echelon of video game design for the past few months and, with Winter Xtreme, it looks like they will finally have the quality hit they've been shooting for. Look for more coverage of this exceptional title as its release date approaches. -Telle



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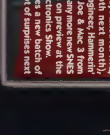
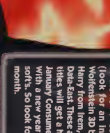
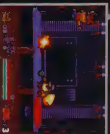
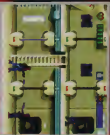


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New and coming soon for the Super NES: From left to right, Time Trax (based on the new TV series) by Malibu for THQ, (look for an in depth next month), Wolfenstein 3D by Imaginer, Hammerhead from Irem, and Joe & Mac 3 from Data-East. These and many more new SNES titles will get a hands on preview at the January Consumer Electronics Show. With a new year comes a new batch of soft's. So look for a lot of surprises next month.

SNES PREVIEWS

Clay Fighter

IN THE FINAL COMBAT ONLY THE REAL HEROES WERE LEFT STANDING IN THE STREET

Clay Fighter

If you're looking for real heroes, Clay Fighter pulverizes them all. These outrageous clay characters rule the street. They're the kings of combat. They'll put you in stitches... and those so-called "heroes" in the hospital. Join the Clay Fighters as they punch, kick, fly, and stamp their way through the most hilarious adventure ever. But don't be fooled by imitators. Because Clay Fighter stands above them all!

Ultra Turbo
Head to Head
Fighting
Action



Interplay

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VOTOMS

Imagine scooting along in a futuristic play field, you are a heavily armored robotic warrior but there are four other robots with one thing on their mind (or chipset), your destruction. VOTOMS is based on a well known Japanese cartoon series. You can play against the computer in the scenario mode or take on a friend in the battle royal. Either way, this is a fun and very unique game. After about five minutes, you get used to the perspective and then you can just kick back and take aim. As the game progresses, you get stronger and the action gets faster and more intense. In the 2 player mode, you can choose from five robots, each with different abilities and offensive tactics. The play value is there and the graphics, sound and playability will have you returning to VOTOMS, alone or with a friend, often. No word yet on a US release but the CES is just around the corner. We'll keep you posted. -E. Storm



ACCELE BRID



The world's most dangerous race, "Accelbrid", is about to begin. Fearless drivers from all over the world will attend. The prize?...you get to live! New in Japan from Tomy, it's Accelbrid, a first person, 3D shooter that is different from all the others. You pilot the Silver Mare through transparent tubes, deadly caverns, tight tunnels, circular ridges and rotating rooms while battling oncoming air and ground enemies. Your character can transform into a flying vehicle or remain robotic and can both shoot and punch or kick his way to victory. The action is fast and smooth without the use of the DSP. In fact, the surrounding buildings in level one are among the smoothest I have ever seen on the SNES, as is the rotation later in the game. If there is one flaw in the works, it is that the characters could have been drawn better and the first few levels could have been a little easier, the difficulty here is set a tad high. Other than that, this is a strong title that hopefully will make its way to the US sometime in '94. -E. Storm





MASK OF THE SUN

SF • TONKIN • 1PLR • 8 MEG



The Story

After a long, exhausting adventure in Esteria, Adol was standing on the White Horn beach recalling memories of those long days gone by. Dark Fae died a descendant of a priest. Fina and Rena from Ys... Adol, recalling, looked at the beach. There was a small bottle that had been swept ashore by the tide. Inside a letter read "Mighty warrior, please rescue the forest of Serstets". Adol decided to help Serstets and the person who wrote this letter. Now a new adventure is about to begin... The Super Famicom version of Ys: Mask of the Sun has hit the streets in Japan. Tonkin House has released the Ys 4 series for the Super Famicom. Hudson is releasing Ys 4: The Dawn of Ys for the PC Engine SCD on 12/22 and Sega Saturn is releasing another Ys 4 (also The Mask of the Sun) for the Mega-CD early '94. Ys has, for years, been popular on both the PC and home console format in Japan. The last three versions were PC ports but now Mask of the Sun and Dawn of Ys marks the first dedicated to home game consoles. This new installment is exactly like the original Ys, which set new standards in the RPG genre, only with today's better hardware, more color, multi-scrolling and larger sprites have been added. Although I received this game just in time to squeeze it into this issue, I can tell you that this is Ys at its finest. If this game doesn't surface over here in '94, I would be very surprised. As all RPG players know, Ys 3 was a bit of a let down. But

don't let that sway you when and if this game is released over here. If you are a skilled RPG player, in fact, you may want to brave the SF version. After the first 10 minutes, it's mostly action and the towns and shops are set up exactly like they were in the original PC Engine version of Ys. We'll be looking for Ys at the upcoming CES, so look for more on Ys's next issue.

Special K





Illusion of Giga



Tam, a boy who lives in Southcape, spends a great deal of time with his friends and, is currently very worried about his missing father. Tam is a normal boy except for one thing, he has powerful ESP and can move statues, guess cards that are facing down etc.... One day, the village King tells Tam to go to the castle with the "Crystal Ring" which was Tam's father's. Tam thought the king may know of his father's whereabouts, so off Tam went. And then.....

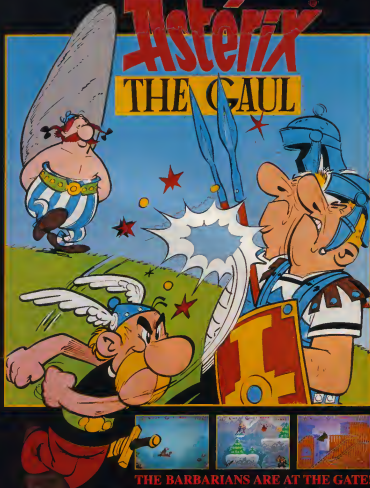
The backgrounds in Giga are from actual present day ruins here on Earth, but the Earth in this game is not the Earth of the present. The time is set in a different dimension. There are Incas, Phoenix, Pyramids, etc.... The Legend of Giga has a great story and there are a lot of great action sequences and mysterious locations that will have you searching and wondering for hours. You definitely will have days and days of fun. This game unfolds like a great movie. Watch out Link. Action RPG of the year, 1993!.. In Japan that is.

-Special K.



Asterix

THE GAUL



THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!



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Software

SUPER NINTENDO
Entertainment System

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December is going to be a good month for our friends in Japan! It looks like they'll be getting at least three titles that we may never see. Pictured here are from left to right: Konami's *Solemn 8* (based on the mystical *Ninja 8*), Alchemist's new overworld action RPG, which we showed you here last month, and Twin Bee, another great looking new Konami title. All three of these games look incredible. Our assistant Japanese correspondent, Yogi, sent us a video just before closing and we were quite impressed. Twin Bee looked especially good with great play mechanics and fluid animation. The fourth game pictured here is *Brin* from this. This awesome overworld action RPG should come out here, following *The Legend of Gili* which will become available around March. The best news is that we will have multi-page previews on all four in the February issue. See you then!

E. Storm's

SUPER FAMCOM

IMPORT UPDATE



CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



THE LAWNMOWER MAN™



In the real world, you will battle CyberJobe's minions.



In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.



A seemingly normal office building becomes a den of nightmarish danger.

As a movie, *The Lawnmower Man* exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action. It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman CyberJobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...

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SUPER NINTENDO
GAME BOY

GAME BOY

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*The
Official*

FORMULA ONE

**There are no words
to describe how
fast it really is.**

**At least, no
clean words.**

DIEHARD GAME FAN magazine tried.
They called FORMULA ONE "the
fastest racing game on the
planet." Not bad.
But they would have
nailed it if they
had screamed
"the 100%
fastest racing game
on the planet!"

Believe it when you
see it — at your favorite
game store
today.



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GENESIS™ &
GAME GEAR®!**

Hurtle
down
the race
track at a
blistering
220 mph! And it's
speed you can hear
and feel! Race against
the real pros of Formula
One World Championship on 12
real tracks — from Monte Carlo
to Australia. Or go head-to-head
against a friend in split-screen action.
You can even customize your machine
right down to the tire design and air foil!

DOMARK

Sold and distributed in America exclusively by **TENGEN**

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Screen displays shown are from Sega Genesis version.

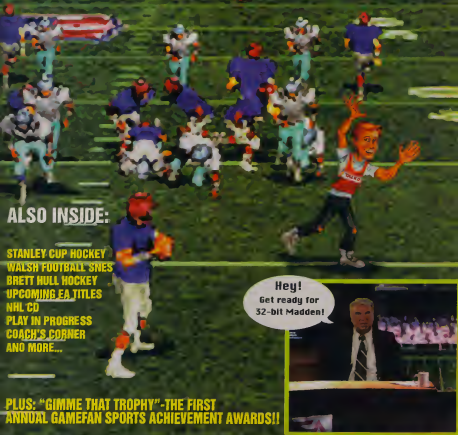


GAMEFAN

SPORTS

32-BIT FOOTBALL HAS ARRIVED...

INSIDE: TALKO'S EXCLUSIVE HANDS-ON PREVIEW OF MADDEN 300, THE FUTURE OF VIDEO FOOTBALL...



ALSO INSIDE:

**STANLEY CUP HOCKEY
WALSH FOOTBALL SNES
BRETT HULL HOCKEY
UPCOMING EA TITLES
NHL CD
PLAY IN PROGRESS
COACH'S CORNER
AND MORE...**

Hey!

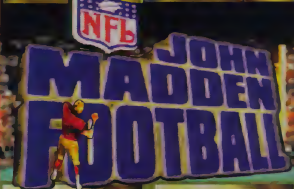
**Get ready for
32-bit Madden!**



PLUS: "GIMME THAT TROPHY"-THE FIRST ANNUAL GAMEFAN SPORTS ACHIEVEMENT AWARDS!!

TALKO-TALK

Many of you will be reading this column right around the holidays and, in the journalistic tradition of reflecting back on what was and what could have been, I have prepared a few thoughts on the year of 1993 in the sports industry and sports gaming. I think that the theme of '93 in the sports world would be that "change is constant". Baseball immediately saw the effects of expansion and unrestricted free agency at the box office. Attendance is down and the teams that are not supported by major TV market dollars need help. Clubs like San Diego and Oakland tried (in vain it seems, Oakland has barely been able to reduce their overall payroll despite losing Lansford, Canseco, Stewart and Henderson) to cut their operations back to the nub...a fact that was not lost on their season ticket holders and the casual fan. Football is in the throes of fighting fan apathy created by parity, the new, expanded playoff format and multiple schedule "bye's" and basketball has the big money problems that we described last month, along with the loss of Jordan, Bird and Magic. It seems that hockey, of the four majors, is the only game on the upward spiral, both with the fans and the marketing folks at "Micky-D's", shoe companies, etc.. All is not bad news, however, we did enjoy one of the best World Series' in recent memory, with the first repeat winner in over a decade and the Bulls became the first NBA team to win three titles in a row since they stopped playing in "Chuck's". In addition, the NHL gave us the "Great One" and his Kings making their exciting run to the Stanley Cup finals and Greg Norman finally started to fill those large spikes left by the Golden Bear. On the video game side of life, it was football, football, football as no less than 12 football titles have been released for Genesis and SNES this fall alone! Quantity wasn't the only impressive aspect of these gridiron games, as the quality, across the board, set a new standard in sports titles for our industry. And, what about '94? If my crystal ball is accurate, it looks like '94 will be the year for basketball and baseball titles, with all of the major players set to release at least one of each! Look for huge advances in technology and for 3DO and Jaguar to make a BIG splash in sports gaming...virtual football and baseball, I can hardly wait!



John Madden and EA Sports would like to welcome you to a new world-the premiere of John Madden Football for 3DO. Thanks to the good folks at EA Sports, we are able to bring you the first exclusive hands-on look at what really is the first complete 32-bit, next generation, multimedia (pick the oxymoron of your choice) sports game for a new generation of game players. It is not an overstatement to say that I have been waiting my entire video game life to reach this level of "reality". With Madden 3DO, we stand at the threshold of a complete transformation of the way we look at and play our games. I received the game a couple of days ago (after begging, pleading, cajoling, crying and, finally, sweating profusely waiting for the game to arrive in our offices) and have not stopped playing it. This version of the game is what EA Sports refers to as "post-alpha". It is not at the final, "tweaking" stage but almost all of the game play elements are in the game, with the exception of some voice and a little animation. We promised EA Sports that this would not be a hard line review but I have to talk about some of the details of this game. It is not an exaggeration to describe Madden 3DO as broadcast quality. The virtual 3D world and the establishing (studio) graphics are beyond compare-you have never had control over this level of graphic quality before. But what is per-



haps the most impressive feature of Madden 3DO is the artificial intelligence (AI) of the computer opponent and your teammates. Dedicated players of 16-bit football games will know what I mean when they see how, when cutting toward the middle of the field, one of your blockers will see and search out a pursuing defender and attempt to lay him out—setting you free to race toward the goal line. The improved AI is further demonstrated by the aggressiveness of the computer controlled offense. These guys want to win...badly! It will take all of your Madden skills to make it through the 6 team (reflecting the new expanded NFL playoff schedule) playoffs and into the Super Bowl. Although this isn't the finished version of the game, I

am so impressed and so thoroughly enjoy this title that I can already tell you that, if you were waiting to see how the 3DO software was shaping up before buying one, wait no longer. If Madden 3DO doesn't convince you of the power of 32-bit and 3DO, nothing will. Playing Madden 3DO versus other sports simulations is like playing Virtua Racing and then playing Pong! We will run a follow-up article on Madden 3DO when it is released (EA's current schedule calls for it to be released the first or second week of January)...see you then! - *Talko*

NHL HOCKEY



'94

EA Sports has done the impossible; taken NHL Hockey '94 and improved

upon what is arguably the best sports simulation of the year. The product of this dedication is NHL Hockey for the Sega CD. As you will see in the GameFan Sports Achievement Awards, we have not failed to recognize the significance of this title. EA Sports has taken the basic NHL program and added everything that CD has to offer. Although most of these improvements do not directly effect game play, they work together with NHL's

sward winning design to create a sense of playing in a "live" arena and of being involved in a television broadcast of an NHL game. From the opening sequence to the motion video player cards and Ron Barr's analysis of every team and its players, this game is on the cutting edge of Sega CD quality. It's funny-at a time when most people in the industry are debating the continued viability of the Sega CD system, EA

Sports quietly throws their hat in the ring and, in the process, helps to revitalize the system and establishes new quality standards for Sega CD softwars. If you are a sports gamer who does not yet own the Sega CD, it is going to be very difficult for you to resist the temptation now. With NHL CD, EA Sports has hit the bulls-eyes and helped to clearly define the "Next Level" on Sega CD. - Dr. E



TO BE...OR NOT TO BE...

THIS DASH HIT SNES TITLE IS NOW AVAILABLE FOR SEGA GENESIS!

activated



International Match



Training Mode

BEST OF THE BEST

CHAMPIONSHIP

Karate



KUMATE (for those who dare)



Select your style
from over 63 moves

The Kumate is a no holds barred series of challenges that test your skills.

ACTUAL TRAINING • FIVE FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • PHOTOGRAPHIC SOUND
WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN
ENTER THE INTERNATIONAL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE "KUMATE"
THE CHALLENGE AWAITS...

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- NINTENDO ENTERTAINMENT SYSTEM
- GAME BOY
- SEGA GENESIS*

*1 or 2 players



ELECTRO BRAIN

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Coach's Corner

Tecmo Super Bowl on the SNES just recently found its way to retailer shelves. Since we have been playing this game over the past couple of months and you sports nuts out there are just finding out what a great game it is, we thought we might help you toward your goal of league domination with this strategy guide. First of

all, go straight to the three season option and prepare to do battle over three full seasons. This

is the only way to truly appreciate the beauty of the player management aspect of this game. Secondly, as you progress through the seasons, watch your players' status...their health is one of the keys to making the playoffs, Super Bowl and the possibility of "three-peatin'".

For example, Steve Young is a great running quarterback but, if you use him too often, he starts to feel the wear and tear of the punishment. Losing Young for a few weeks could be the end of your season. Another key strategy is in the management of your playbook. Don't treat the playbook as some static piece of information but use it during the game to react to the defensive sets that the computer is using. If you're having trouble throwing deep against Atlanta, mix it up by including a Flea-Flicker among your 8 active play choices. Although the game play is strictly arcade style, the choices behind the game play are pure simulation. Another feature that Tecmo Super Bowl has that some other games have ignored is the need to make use of the entire field in play calling. If the ball is placed on the right hash mark, for example, you have more options if you move the ball to the left side of the field. Calling a screen pass is a perfect solution to first down situations and it lends itself to moving toward the wide side of the field. Finally, use an effective combination and balance of running plays vs. passing plays. This will keep the computer off balance and you will find that your receivers' lanes start to open up. - Talko





▲ Frank Gifford calls every down.



▲ Power Play blocks screens to fight on all this season.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THIRTY SEVEN



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

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ABC AMERICA INC.

Instant Replay
Game Stats
Announcer - On
Sound - Stereo
Goalie - In Net
Exit Game
Quit Game



GOAL TENDERS: St. Louis

Player	GP	GA	SV%	SVS	SHS
1. J. B. ...	1	0	1.00	0	0
2. J. B. ...	1	0	1.00	0	0
3. J. B. ...	1	0	1.00	0	0
4. J. B. ...	1	0	1.00	0	0
5. J. B. ...	1	0	1.00	0	0

BRETT HULL HOCKEY



MULTI-PLAYER: 2 Players

Player	GP	GA	SV%	SVS	SHS
1. J. B. ...	1	0	1.00	0	0
2. J. B. ...	1	0	1.00	0	0
3. J. B. ...	1	0	1.00	0	0
4. J. B. ...	1	0	1.00	0	0
5. J. B. ...	1	0	1.00	0	0

1 Player - Game
Exit/Quit Game
Game - 1st Half
Sound - Stereo
Goalie - In Net
Exit Game
Quit Game



EASTON Game Stats

St. Louis	Goals	Shots
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0



Brett Hull Hockey has some great features. Skating is a joy with some of the best Mode 7 to be found on the SNES, the player animation is excellent and you never get that 3 frame feel that is present in most of the Mode 7 games. Puck movement is also good with a camera that smoothly follows the flow of the game and players that react quickly to your input. Al Michaels, as he did in Hardball III on the Genesis, provides the play-by-play and his voice samples are clean and add to the gaming experience...so much for the good stuff. The major problem with Brett Hull is that it lacks the game play and intelligence of NHL Hockey or Stanley Cup and the lack of battery back-up (there is a password-84 game season save feature) for statistical tracking. Hockey fans will give Brett Hull a try because of its "on the ice" perspective and great graphics and sound but, ultimately, they will go back to the game play and both of the previously mentioned titles are superior in that regard. I keep waiting for Accolade to break out of its shell on 16-bit. Their PC games are among my favorites but they seem to have a hard time bringing them to SNES and Genesis with a uniform degree

of success. Technology-wise, I think Accolade does things that many other developers only dream about: clear, precise play-by-play, excellent 3D technology (wait until you see Unnecessary Roughness!) and they have access to tremendous licensing power. But, the difference between a good game with great technology and a great game lies in the subtle play mechanics and long-term play value of a title. In the end, Brett Hull Hockey is truly close to being a classic...close, but not clear. The good news is that Accolade seems to be making an honest effort toward making the best sports games on the market and their future releases, building on what they've accomplished with HB3 and Brett Hull, should just keep getting better. - Talko



St. Louis

Player	GP	GA	SV%	SVS	SHS
1. J. B. ...	1	0	1.00	0	0
2. J. B. ...	1	0	1.00	0	0
3. J. B. ...	1	0	1.00	0	0
4. J. B. ...	1	0	1.00	0	0
5. J. B. ...	1	0	1.00	0	0

CORONADO

Player	GP	GA	SV%	SVS	SHS
1. J. B. ...	1	0	1.00	0	0
2. J. B. ...	1	0	1.00	0	0
3. J. B. ...	1	0	1.00	0	0
4. J. B. ...	1	0	1.00	0	0
5. J. B. ...	1	0	1.00	0	0



Stanley Cup

Nintendo and Sculptured Software have taken the 3D technology that they created in NCAA Basketball and hit the SNES Ice for a Mode 7 face off with EA Sports entitled Stanley Cup. The control and game play in Stanley Cup is so smooth that both hockey novices and experts alike will find the game very addictive. The game places a strong emphasis on arcade style play mechanics with some simulation overtones in the season and statistical save feature and, although Stanley Cup doesn't have the play refinement of NHL Hockey, it gives the hockey fan a solid, complimentary alternative to EA Sports' benchmark game. The Mode 7 scaling and rotation is smoother than in NCAA and, by incorporating the crowd into the game graphics, you don't get that feeling of floating in space as was the case in the basketball game. The characters are large and animated extremely well for a 3D game (the players even leave a skate trail behind them as they move across the ice) and the sound effects (mainly sticks, checks and grunts and groans) are good with crowd response tied directly into the game action. The real strength of Stanley Cup, however, lies in its ability to draw you into the game quickly by allowing you to master the play mechanics in a short period of time. You will immediately find that you'll have no trouble beating up on the Mighty Ducks but that skating with Pittsburgh and Winnipeg is a little more difficult. A lot of the goodies that are at the heart of NHL's popularity are noticeably absent from Stanley Cup (player cards, NHLPA players, etc.) but the presentation and arcade game play are more than enough to warrant purchase for the average arm-chair fan. All in all, Stanley Cup is an excellent addition to Nintendo's growing lineup of sports titles on the SNES. - Talko



BILL WALSH COLLEGE FOOTBALL



PASS TO #13 FOR
A LOSS OF 6



Just when it looked like EA Sports might be giving the SNES future SNES line, Bill Walsh College Football is making its way on the SNES—just in time for the new year and bowl season and it's really excellent! Like its Genesis cousin, BWCF features 13 teams—the top 24 from '92 and the top 24 since '76. It also features an 11-game college season, playoffs and national championship, 68 classic college plays, triple option, wishbone, student body and more, 5 player skill and play ability, 360 degree roving replay, automatic or manual pass check mode, scouting reports from Walsh himself and a player rating system that also includes Coach Walsh's play picks for all teams. Walsh SNES differs from the Genesis version in that it makes use of the new Madden SNES engine with great "Mode 21" graphics and excellent color and animation. The game also features additional animations and crowd graphics not found in the Sega game. Look for Bill Walsh College Football to appear at retail outlets in January and for a full review in the February edition of Game Fan Sports. —Talker



Tony Meola

TONY MEOLA'S

Sidekicks™



adidas



Frank Lucken



Round your opponents to gain possession of the ball...



Rocket the ball off the goal with a mind-boggling bicycle kick...



And never, never give the opposition a chance to score...

With the most realistic Mode 7 soccer simulation ever to take the field!



ELECTRO BRAIN

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HALL OF FAME



PRO QUARTERBACK

DUCKST-2 PLAT-4 INC-DIVISION



When OldMan GameFan published his first national issue back in December of 1992, *Tridax* was the most entertaining-sport slightly unrealistic (9 players per side) football game on the market. Now that its successor's release is pending (*Troy Aikman Football: Signature Edition*), we thought it would be interesting to look back at this list and review just how much progress has been made in football game design over the last 12 months. The first thing players will notice about *Pro QB* is its unique, on the field viewpoint. With the exception of *Montana CD*, with its hardware scaling, no other game has attempted to deliver this level of graphic realism. In terms of the passing game, I think that the perspective does more to establish your participation in the game than any other single feature. The animation is a little jerky but not that much more than *Montana CD* and, in some ways, *Pro QB* is graphically superior in that it makes better use of the color palette. Picking out the open receiver has never been this easy and, although the play control is pretty rough, I much prefer this style of game play over a passing window or side scroll situation—which tends to treat you as a spectator rather than a participant. How does *Pro QB* stack-up against its younger competition? As an arcade game, very well. The game is high blooded, the animation is a strong opponent and it is simply fun to play. As a simulation, it is weak. However, the sequel seems to be attempting to correct that with 16-in-1 grid battery save. If you missed the QB the first time around, take a second look...football fans will not be disappointed. *Talko*



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GAMEFAN SPORTS

ACHIEVEMENT AWARDS

The GameFan Sports Achievement Awards were created to recognize the best in sports game design. To be eligible, the finished games must have been released during the calendar year and all judging is based on the American releases—no import titles are included in the final judging unless they have been confirmed for US release. You will also notice that, in addition to creating an award for "Sports Game of the Year", we have divided the titles into their respective categories to give both the publisher and the consumer the most accurate information possible—in the hope that this recognition will help to encourage quality game design. Without further delay, here are the deserving winners for 1993.

1993 GameFan Sports Game of the Year: NHL '94 CD—Sega CD—EA Sports

EA Sports took the best hockey game of all time and made it even better. And in the process became one of the few Sega CD developers to unleash the full power and potential of the hardware. With competition like Montana '94, Super NBA, FIFA Soccer and F1 World Championship, EA Sports really EARNED this award in a year where sports entertainment reached new heights and new quality standards were established in sports game design.

Football Game of the Year: NFL Football '94 (Montana)— Genesis—Sega

Honorable Mention:

Tecmo Super Bowl—SNES—Tecmo
Madden '94—SNES—EA Sports
Madden '94—Genesis—EA Sports
Montana CD—Sega CD—Sega of America

Basketball Game of the Year: Super NBA Basketball— SNES—Tecmo

Honorable Mention:

Super NBA Basketball—Gen—Tecmo
NBA Showdown—SNES—EA Sports

Golf Game of the Year: PGA Tour 2—Genesis—EA Sports

Honorable Mention:

Pebble Beach—SNES—T&E Soft
Wicked 16—SNES—Bullet Proof

Tennis Game of the Year: Wimbledon Tennis—Genesis—Sega

Honorable Mention:

Davis Cup Tennis—Genesis—Tengen
Amazing Tennis—SNES—Absolute
Amazing Tennis—Genesis—Absolute

Boxing Game of the Year: Greatest Heavyweights— Genesis—Sega

Honorable Mention:

Riddick Bowe Boxing—SNES—
Absolute/Extrime
Legends of Ring—SNES—Genesis—
Electrobrain

Baseball Game of the Year: Super Baseball 2020— Genesis—Electronic Arts

Honorable Mention:

RBI '93—Genesis—Tengen
Baseball Heroes—Lyns—Atari
Super Baseball 2020—SNES—
Tradwest

Hockey Game of the Year: NHL '94 CD—Sega CD—EA Sports

Honorable Mention:

NHL '94—Genesis—EA Sports
NHL '94—SNES—EA Sports
Stanley Cup—SNES—Nintendo

Racing Game of the Year: F1 World Championship— Genesis—Domark

Honorable Mention:

Nigel Mansell—SNES—Gametek
Jaguar XJ220—Sega CD—JVC
Nigel Mansell—Genesis—Gametek
Super Off Road Baja—SNES—
Tradwest

Soccer Game of the Year: FIFA International Soccer— Genesis—EA Sports

Honorable Mention:

Super Sidekicks—Neo Geo—SNK
World Soccer—SNES—Atme
Tony LaMola's Sidekicks—SNES—
Electrobrain

PGA TOUR 2

WORLD CHAMPIONSHIP

BMLEDON TEN

FIFA SOCCER

NHL '94 CD

4 STARRING JOE MONT

BASEBALL 2020

SUPER NBA BASKETBA

TECMO® SPORTS™



TECMO® SUPER BOWL™

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Play in Progress

EA Sports Rings In The New Year...

This month, Play In Progress focuses on the czars of sports gaming at EA Sports and some early information on a few of their top prospects for '94. It looks like EA Sports is recommitting itself to the SNES and with Madden 3DO Under their belt, they are ready to pursue development on their golf, baseball, hockey and basketball titles on the next generation machine. First off, we have some EARLY screen shots from their new baseball game on the SNES (no title as of yet). The game is scheduled



to ship in March of '94 and, according to our sources at EA, it will include: all of the MLBPA players according to their '93 stats and teams, a full 162 game season, authentic stadium music, 5 player capa-



bility and frame by frame instant replay and more. As you can see, an emphasis has been placed on creating realistic, arcade-style graphics, as well as concentrating on the simulation qualities of the title. In addition, EA Sports is readying PGA Tour Golf for 3DO and has its sights set on releasing the title during the first quarter of '94. These screen shots are hot off the development system and represent the latest progress on the title. With the 3DO version, EA Sports is trying to create the most realistic game of golf possible. The focus is on taking the award winning game play from the 16-bit and PC games and adding to that a TV quality broadcast-both graphically and to the music and play-by-play. As with their Sega CD titles, EA Sports has enlisted Ron Barr of Sports By-Line USA for the call. Look for more on both of these impressive titles as we get it in your source for the latest sports information, GameFan Sports. See you next month...



ReadySoft Incorporated & Epicenter Interactive Present

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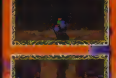
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Here's a look at four new PC Engine Super CD's that are about to come out in Japan. Since Duo owners basically have nothing new to look forward to we thought these might give you some hope. You can play any of these on your Duo. Bomberman 94 is one of the most addicting puzzlers ever created. Super Darius 2 is a carbon copy of the coin-op classic, Y's (the RPG that started it all) will see an all new sequel this December, Y's 4 The Dawn of Y's, and Nektaris is the CD sequel to the hit Turbo game, Military Madness. Good stuff! Find a good source and kick start your Duo! There's still more coming in the month's to come.



SUPER DARIUS



NEKTARIS



FM TOWNS

MARTY

Marty is a powerful ally with the brains it takes to make "smart television" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.

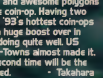
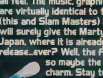
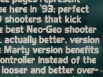
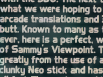
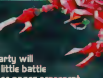
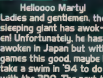
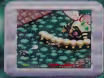


Capcom's Siam Masters coming next month!

VIEWPOINT

Helloooo Marty! Ladies and gentlemen, the sleeping giant has awoken! Unfortunately, he has awoken in Japan but with games this good, maybe Marty will take a swim in '94 to do a little battle with the 3DO. The next three pages represent what we were hoping to see here in '93: perfect arcade translations and 3D shooters that kick butt. Known to many as the best Neo-Geo shooter ever, here is a perfect, well, actually better, version of Sammy's Viewpoint. The Marty version benefits greatly from the use of a controller instead of the clunky Neo stick and has a looser and better overall feel. The music, graphics and awesome polygons are virtually identical to the coin-op. Having two (this and Siam Masters) of '93's hottest coin-ops will surely give the Marty a huge boost over in Japan, where it is already doing quite well. US release...ever? Well, the FM-Towns almost made it, so maybe the second time will be the charm. Stay tuned.

- Takahara



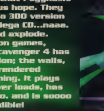
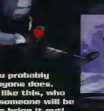
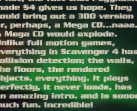
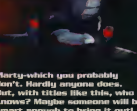
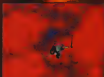


SCAVENGER 4



300 ain't got nuthin' on Marty. In fact, no one does, not after you play Scavenger 4. I am so sorry but this is the best shooter ever on a home console. It makes Silpheed and Starfox look like 2600 games. You want 3D modeled, texture mapped bosses that look like something out of Star Wars? You got it! You want to fly across real terrain, through real cities, weaving through buildings and under bridges? You got it! Do you want a truly interactive shooter? One that may put away and show you your craft darting through a boss' legs, while you're fighting him? Done. It can all be yours....if you have a





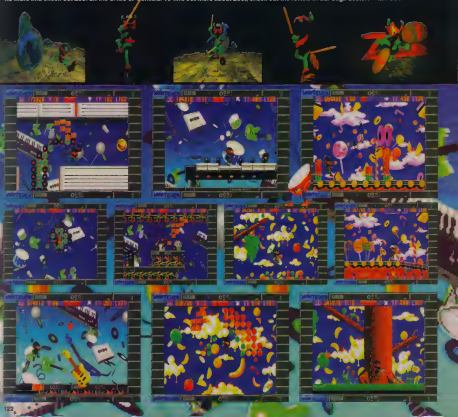
Marty—which you probably don't. Hardly anyone does. But, with titles like this, who knows? Maybe someone will be smart enough to bring it out! If not, the fact that Paygnosis made 5-4 gives us hope. They could bring out a 300 version or, perhaps, a Mega CD...naaa. A Mega CD would explode. Unlike full motion games, everything in Scavenger 4 has collision detection; the walls, the floors, the rendered objects, everything. It plays perfectly. It never loads, has an amazing intro, and is soooo much fun. Incredible!

AMIGA CD 32

ZOO

This so called 32 bit system is really starting to annoy me. The first couple of games (James Pond and a flat pinball game) were pretty bad but those were the first, so I let it slide. But now, after playing Zool, I am convinced that this system is nothing to get excited about. These are Amiga games, plain and simple. After playing Zool on the Genesis, I was really looking forward to this version. Although the music was good and the between level graphics are impressive, the game itself is really flat. Only one scroll (where the Sega version had 5 or 6) and so-so animation and artwork is not what I have

come to expect from a 32 bit system. Not only that, but the boomerang shaped controller is mushy and unresponsive making things even worse. All I know is that the Genesis version smokes this one and that just doesn't make sense. Zool on the Genesis is a cool game, so I'm not begging on the old Zoolster. I'm sure the programmers had the best intentions. I just think that this system is very limited in many areas and therefore has no chance of making even a small ding over here, where game players are so very critical. So, if you've been wondering about the CD32, wonder no more and check out Zool on the SNES or Genesis. To find out more about Zool, check out the review in our Sega Sector. - Mr. Goo



Lufia

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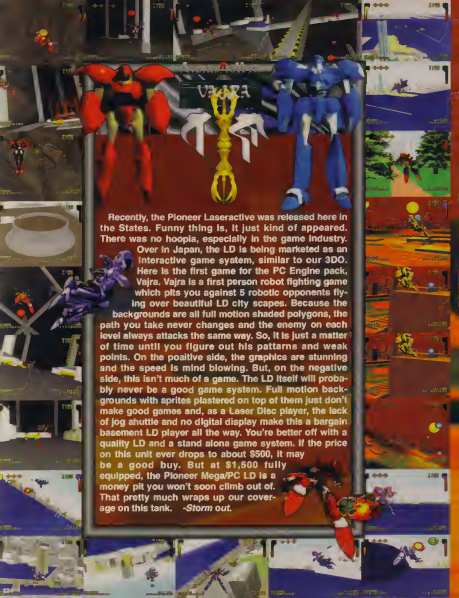
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Recently, the Pioneer Laseractive was released here in the States. Funny thing is, it just kind of appeared. There was no hoopla, especially in the game industry.

Over in Japan, the LD is being marketed as an interactive game system, similar to our 3DO. Here is the first game for the PC Engine pack, Vajra. Vajra is a first person robot fighting game which pits you against 5 robotic opponents flying over beautiful LD city scapes. Because the backgrounds are all full motion shaded polygons, the path you take never changes and the enemy on each level always attacks the same way. So, it is just a matter of time until you figure out his patterns and weak points. On the positive side, the graphics are stunning and the speed is mind blowing. But, on the negative side, this isn't much of a game. The LD itself will probably never be a good game system. Full motion backgrounds with sprites plastered on top of them just don't make good games and, as a Laser Disc player, the lack of jog shuttle and no digital display make this a bargain basement LD player all the way. You're better off with a quality LD and a stand alone game system. If the price on this unit ever drops to about \$500, it may be a good buy. But at \$1,500 fully equipped, the Pioneer Mega/PC LD is a money pit you won't soon climb out of. That pretty much wraps up our coverage on this tank. -Storm out.

Disney's
Beauty
AND
THE BEAST
Belle's Quest



BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillippe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



SUNSOFT

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PHILIPS COMPACT disc Interactive

It's a new way to play games, and it's called Philips Compact Disc Interactive. The new technology allows you to play games on a compact disc, which is a small, round, shiny disc that fits into a Philips CD-i player. The CD-i player is a small, black, rectangular device that looks like a VCR. It has a disc tray on the front and a control panel on the right side. The CD-i player is connected to a television set, and you can play games on the television screen. The CD-i player is also connected to a computer, and you can play games on the computer screen. The CD-i player is a great way to play games, and it's called Philips Compact Disc Interactive.



Mad Dog

Mc Cree

It's a new way to play games, and it's called Philips Compact Disc Interactive. The new technology allows you to play games on a compact disc, which is a small, round, shiny disc that fits into a Philips CD-i player. The CD-i player is a small, black, rectangular device that looks like a VCR. It has a disc tray on the front and a control panel on the right side. The CD-i player is connected to a television set, and you can play games on the television screen. The CD-i player is also connected to a computer, and you can play games on the computer screen. The CD-i player is a great way to play games, and it's called Philips Compact Disc Interactive.

Gravis pad is on the way. The game is actually quite difficult with enemies popping up regularly to keep you from memorizing patterns and there are plenty of levels to go through before actually facing the game's Mad Dog himself. Although this is not the star of the show, it definitely is a welcome addition to the line of CD-i games and really shows off what the new Full Motion Video card can do. So grab your trusty six iron and get ready to enforce some law and order, ya varmint. —Takahara



THIS SHOULD

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SPACE ACE*
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To order these great CD-i titles or for more information about the list, new games coming to CD-i, visit your local CD-i retailer or call 1-800-824-2567

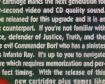
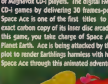
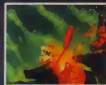
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CD-i



SPACE ACE

Did you ever play games like *Dragon's Lair* and *Space Ace* in the arcade and wish you could have these coin-ops at home in all their cartoon splendor to play at your leisure? Well, now you can, as Philips Cd-i has become the first system to accurately convert games like these without the usual color loss, graphic break-up, or letter box frame. In fact, the full screen, full motion video is so good, its quality is comparable to VHS! This is all done with the use of a new digital CD-i Full Motion Video Cartridge (FMV) which connects to the expansion port of Philips or Magnavox CD-i players. The digital FMV cartridge marks the next generation for CD-i games by delivering 30 frames-per-second video and CD quality sound. *Space Ace* is one of the first titles to be released for this upgrade and it is an exact carbon copy of its laser disc arcade counterpart. If you're not familiar with this game, you take charge of *Space Ace*, defender of Justice, Truth, and the Planet Earth. *Ace* is being attacked by the evil Commander Borf who has a sinister plot to render Earthlings harmless with his Infanto Ray. It's up to you to navigate *Space Ace* through this animated adventure which requires memorization and perfect timing. With the release of this

new cartridge plus games like *Space Ace*, *Mad Dog McCrea*, *Rebel Assault*, *7th Guest*, and *Dragon's Lair I* and II, the CD-i is sure to gain popularity and a spot among the ranks of next generation software and hardware....can you believe it?

-Mr. Goo



planet surfaces, of first person shooter action. Graphically, Total Eclipse goes where no shooter has dared go before. With light source shading, real time, rendered space craft, an incredible soundtrack and some of the most wicked bosses to ever appear in a video game. TE should back-up CD's claims of breaking track records each time out. A good example of the creativity and dedication of their team are the tunnels that connect the quadrants of the various planets. When you speed through these texture mapped connectors,

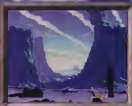
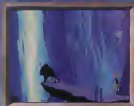




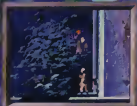
you will be amazed at the feeling of flight that they have achieved. It is impossible to compare this to any technological achievement in a video game to date; the effect is that good! As of December 1, Crystal plans on releasing Total Eclipse in the beginning of January and we can hardly wait to get the finished product. While others talk of multimedia and interactive, 32-bit gaming, Crystal Dynamics is already delivering the goods and are convincing the world of electronic gaming that the future is now. We'll be back with more Total Eclipse and a detailed review next month. Talko

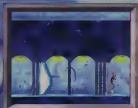


OUT OF THIS WORLD

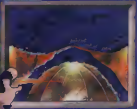


Although still not 100% complete at press time, here's a look at the first Action/Adventure game for the 3DO, *Out of This World*. The game starts off with the same (although more detailed) intro. to get things started. Our version loaded a bit too much to get the full effect but I am sure that the final will move along much faster. The game itself is a mixture of old and new. The action portions feature colorful, detailed backgrounds and neat effects like rippling water but the interactive sequences and the main character look exactly like the SNES and Genesis versions, so what you get is a confusing mixture. Our version was also devoid of final music but what was





In sounded great. To be 100% honest, while the game is better looking, it is still not what I expected from the system that 3DO said would set new standards. There is no awesome animation or special effects that I haven't seen before. I thought the characters would be more dimensional, maybe texture mapped. Of course, on the flip side, this is Out of This World, a game that doesn't really need all of that to be entertaining. Either way you look at it, I'm sure that just about every 3DO owner will buy OOTW and thoroughly enjoy a game that would be totally entertaining on any system. We'll bring you a final review as soon as OOTW is released. Hey Interplay, how 'bout a little Rock 'n Roll Racing, 3DO style! -TAKAHARA





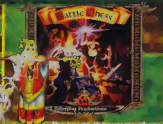
As any 3DO owner will tell you, the release of any game that is actually "a game" is cause for an immediate dash to the nearest software store, so that you may once again fire up the most advanced game system of '93. You would think a game like Stellar Fire (this version is called Drakon's Revenge) would be amazing on this system. Well, parts of it are. It's just that the parts that are aren't in the game, those being the demo and object viewing screen. The game itself, while graphically beautiful, is plagued with problems. The most troublesome downfall is the sluggish control and slow down. When you are moving and shooting, the appearance of a single large sprite can almost stop your vehicle if you attempt to turn to either chase it or avoid fire. The diagonals are also horrendous, turning is reminiscent of an old Cadillac with no power steering. My other beef is that the mountains in the distance never get closer, which gives you the feeling of being on a huge conveyor belt and takes away any "real" feeling that you may have accepted. Wouldn't you expect some realistic scaling here? If I'm doing a hundred miles an hour towards a mountain range and it isn't getting any closer?...what's wrong with this pic-





tura? Dragon's Ravenna is also short, offering only seven quick levels (they try to make it seem long by offering no continues or password) and the bosses aren't nearly as creative as the ones in the Sega CD version of Sceller Fire. I don't mean to be overly harsh, this is a "pretty" game but, for \$700 bucks, someone other than Crystal Dynamics better start knocking our socks off, or the lines to return 300s will be longer than they were to get one. -Storm Out





The key to the success of any computerized chess game is the quality of the computer opponent and the speed with which it executes its moves. For software starved 3D0 owners, Battle Chess is, in all likelihood, going to be one of their initial game purchases. The question for 3D0 owners will be is this game for chess enthusiasts only, or is there something here for the inexperienced player? For the novice, BC features all of the animation, humor and body slashing that has made the game a major success on all computer platforms and an easy to use interface and tutorial featuring full character animation and voice that makes learning the game a joy and playing it (at least as long as the stand and get animation remains fresh) interesting and dynamic. But, after the "wow" factor has worn off, is there a quality chess game here for the dedicated enthusiast? The answer to that question is an unqualified "yes"! Dedicated chess players will find a lot to like about Battle Chess, starting with the ability to choose between 16x32 and 3D play fields. After those first few days of play, the 3D mode will be the preferred play arena for most chess enthusiasts.



And the computer opponent varies in skill level—all the way up to Grand Master caliber. So, for you 3D0 owners out there that need to feed your machines, Interplay has a solution for both sides of your brain!



-Tulko



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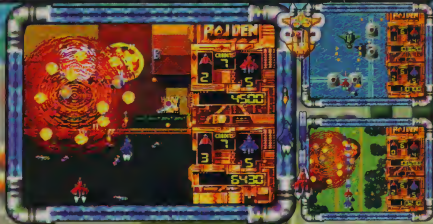
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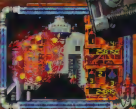
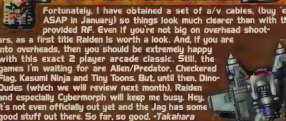
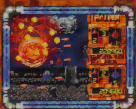
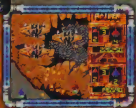
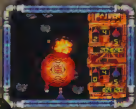


JAGUAR'S DOMAIN

RAIDEN

The second offering from Atari for their now purring cat is Raiden, not necessarily to show us any ground-breaking special effects but to show the color palette, immunity to slow down and how closely the Jag can dupe the arcade. Not only that, but to help hush the critics, Raiden, being a direct port, was easily finished by the limited launch—thus showing that Atari is serious about getting the product out there as quickly as possible, without sacrificing quality. Raiden for the Jaguar isn't just as good as the arcade...it's better. Once you enter the space levels, the meteors are all rotating and texture mapped and the music in these later levels is also improved, with some bass that may have your cat gripping the ceiling (just think of all the cat metaphors you'll be hearing from now on). Other than those differences, this is an exact conversion, with no flicker or slowdown no matter what you throw on screen and the detail and color is excellent.





Fortunately, I have obtained a set of a/v cables. (buy 'em ASAP in January) so things look much clearer than with the provided RF. Even if you're not big on overhead shooters, as a first title Ralden is worth a look. And, if you are into overheads, then you should be extremely happy with this exact 2 player arcade classic. Still, the games I'm waiting for are Alien/Predator, Checkered Flag, Kasumi Ninja and Tiny Toons. But, until then, DinoDudes (which we will review next month), Ralden and especially Cybermorph will keep me busy. Hey, it's not even officially out yet and the Jag has some good stuff out there. So far, so good. -Takahara



DINO DUDES

Dino Dudes came in first in line for the class of the month, but we squeezed it in at the last minute. After just an hour or so of playing, I can tell you that this is about as good as puzzle/action games get. The rendered backgrounds look fantastic and the characters animate perfectly. Great music and good voice also help enhance the experience. Look for a full review on Dino Dudes and hopevity (or men Bob) Teleport 2000 next month. See you then. E. Storm



COMING SOON FOR THE JAGUAR: ALIEN VS PREDATOR AND CHECKERD FLAG 2, SEE IT FIRST IN GAMEFAN



PREVIEWS



LYNX



Warbirds™
1-4 players



ATARI

LYNX KICKS

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.

Buy
Lynx Before
Super Bowl™ XXVIII,



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Game Cartridge
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THEIR BUTS.

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FORMULA ONE. Zoom to a hair-raising 200 mph as you take on the real pros of Formula One World Championship. Drive your Gear-To-Gear™ hookup to challenge a friend to the race of your life!



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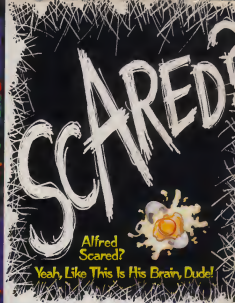


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PGA TOUR™ GOLF. Do you have the skills and the nerves of steel required to make the PGA TOUR™ cut? Find out when you play in real PGA TOUR tournaments on real PGA TOUR courses!



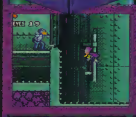


X-Men fans can now take their game on the go with the game of the same name on the Game Gear. Six of your favorite super heroes join the fray: The Silver Surfer, Cyclops, Wolverine, Storm, The Beast, Rogue and Jubilee. Graphically this is one of the better GG games, it has well defined, colorful characters, detailed foregrounds, and fair animation. Nice little extras include between level artwork, being able to begin on one of three levels before each round and the SEGA! yall when you flip the switch (it's just like the commercials). The moves and playability are similar to the Genesis version and the levels are just as long or longer. The one mighty downfall is the usual...turn that music off! It Sega dropped a better sound chip in this little sucker, boy, would we have a hand-held. The graphics of late have been great. X-Men is another strong title. While it's not quite up there with Shinobi, it's mighty close. - Mr. Goo





The mighty hero, Radioactive Man, has been kidnapped by "Brain-O The Magnificent" and is being imprisoned in the dreaded Limbo Zone. It is up to Bartman to save Radioactive Man from imminent doom and to foil Brain-O from any more wrong doing. He's bad, he's cool, he's...purple? Take heed, lowly citizens of Springfield, Bartman is on his way to the Sega Game Gear to fulfill his heroic destiny. Your quest will take you through 14 action packed levels all filled with sharp, colorful graphics and there are lots of different play techniques to master. One word of warning however, it will take patience and much perseverance to get far in "Bartman meets Radioactive man" so take it easy and watch out for those blind jumps. —KYLE



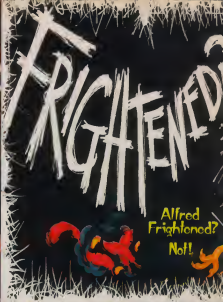
HANDS ON PORTABLES

ACCLAIM • 2 PLAYER • 4 MEG • MARCH



Acclaim has really been successful with their Game Gear translations. First there was Mortal Kombat, which no one expected much from and now

they've delivered an excellent version of NBA Jam. This is one of the best playing GG carts to date, with the exception of the voice and music, it is a pretty accurate translation of Williams' arcade game. You have to keep reminding yourself that this is a Master System! If you own a Game Gear, you've got to have this game. Then you'll be jamming on the go! - Talko



Alfred
Frightened?
Not!



POWER INSTINCT

豪血寺一族



ANGELA BELTI



WHIP ATTACK
 → HOLD → PUNCH
 THUNDER ROLL
 A+C (SIMULTANEOUSLY)
 BODY ATTACK
 → HOLD → KICK
 SMASH KICK
 WHILE JUMPING → KICK

WHITE BUFFALO



ARROW SHOT
 → → → PUNCH
 FLYING ELBOW BLOW
 WHILE JUMPING → PUNCH
 CHARGING BUFFALO
 → HOLD → KICK
 SMASH TACKLE
 → HOLD → PUNCH

HATTORI SAIZO



FLAME SLASH
 → → → PUNCH
 TSUNAMI SLASH
 WHILE JUMPING → PUNCH
 SPINNING FLAME SLASH
 → → → PUNCH
 BLUE FLAME SLICER
 → → → KICK

One of the most talked about games at the most recent AMOA show held in Anaheim, California last October was Power Instinct by Atlus. We have now come to expect the leaders of the one-on-one fighting genre to be Capcom with their Street Fighter series and Midway with MK and MK2. These two companies, however, are now being challenged by companies like: SNK, Sega and, with Power Instinct, Atlus is now joining the battle for top spot in the arcades. Your controls consist of a joystick and



ANGELA BELTI



WHIP ATTACK
 → HOLD → PUNCH
 THUNDER ROLL
 A+C (SIMULTANEOUSLY)
 BODY ATTACK
 → HOLD → KICK
 SMASH KICK
 WHILE JUMPING → KICK

KEITH WAYNE



KNUCKLE BOMBER
 → HOLD → PUNCH
 SPIRAL KICK
 → → → KICK
 LIGHTNING FLASH
 → → → PUNCH
 ROLLING CANNON
 → → → KICK

REIJI OYAMA



THUNDER BALL
 → → → PUNCH
 FLYING DRAGON PUNCH
 → → → PUNCH
 THUNDER KICK
 PRESS KICK RAPIDLY
 SUPER SPIN KICK
 WHILE JUMPING → KICK

THIN NEN



FLAMING THUNDER HIT
 → → → PUNCH
 FREEZE CURSE
 → → → A+C (SIMULTANEOUSLY)
 CRYOBALL WAVE
 → → → → → C+D (SIMULTANEOUSLY)
 THUNDER KICK
 → → → KICK

QUARTER



CRUNCHERS



four buttons (strong and weak punch or kick). To do double jumps at any point in the air, tap twice on the joystick and you can also do a double tap to dash forward or back. You can choose from one of 8 fighters, your aim being to obtain the seat as the new leader of the Gogetsu clan. Many of the newer arcade fighting games offer something unique to set them apart from the rest of the pack and Power Instinct is no exception. In Power Instinct, you will see everything from flying dentures, to whips, to speeding buffalo heads. Overall, it's a good game with great animation, decent music, lots of cool special moves end, most importantly, great play control. Due to hit arcades this winter, Power Instinct has the potential to do some damage against the more famous one-on-one fighting games. -K.LEE



CHICKEN?



Alfred Chicken?

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HOLD + PUNCH
FLYING BENTLEY ATTACK
HOLD + PUNCH
SHOOTING COMET ATTACK
PUNCH REPEATEDLY
AIR KICK
HOLD + KICK

GOKETSUJI OTANE



HEART BOMB
HOLD + PUNCH
RAINBOW WALL
HOLD + PUNCH

THE GRAVEYARD

MICHAEL JACKSON'S

MOONWALKER

What else would we stick in the Graveyard this month? With the Media chasing Mike like a Pitbull going after a Porterhouse we just couldn't resist. Plus I get a chance to voice how it sickens me that the American press is no more then an over rated freak show. I guess ratings have now become more important than human dignity. Innocent or guilty, to go after a guy who has done more for kids then all the politicians and news hounds combined and basically destroy his reputation before the truth is known is unspeakable. My dog has more tact. OK enough satire. Back when the Genesis was a young puppy the game you see here was a big deal and, even though it looks





a little aged with less detail in some of the backgrounds and slightly repetitive Thriller tunes, it is still a fun and unique game. MJ Spins, Moonwalks, dances, and slides down banisters as he travels throughout music video backdrops rescuing children from the clutches of the evil Joe Pecs), remember that video? The 'ol Sega sound chip works overtime all the way through grunting out tune after tune from the record breaking Thriller album. So, if you've never played it, or you're a big MJ fan, it's worth a look, and who knows? With all that's going on it may become hard to find.



MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game:



The object of the game is to line up

blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!

- Three modes of play:
 - One player!
 - Two player head-to-head munch fest!
 - 100 level puzzle game!

- Smoking sound track!

- Cool graphics



Go Head-to-Head with friend in 2-player mode!



Line 'em up!
Chow 'em down!



Wrack your brain with the puzzle mode!



Munch Fest!

Warning:
Pac-Attack is highly addictive.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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namco

JAPAN NOW!



Japan News Network

Happy New Year! How was your '93? Since several major companies have announced new systems, '94 will be the war of next generation video game systems. I will be bringing you hot and fast information for those systems this year. So keep in touch!

First news for 1994: It seems like Sony's **PS-X** (code name) is doing well. First of all, in our December issue, I mentioned that Sony might have a difficult time acquiring 3D graphics, whoops....guess what? Namco has become the first licensee for the PS-X! Are you wondering which game will be out first from Namco? Namco has the world famous 3D racing game, **Ridge Racer**, and also the incredible 3D shooter **Golden Axe**. Ridge Racer was shown at the AMOA show in 1993 and Golden Axe was not there. Ridge Racer is now an extremely popular racing game in Japan. Ridge Racer will be the first game for the PS-X. If Namco uses the PS-X's full potential, they can translate this game almost 100% exact in a recent press release in Japan. Konami announced that they will also be developing games for the PS-X! You might not fully understand these specs, but this system will beat just about anything announced to date this is serious hardware. Sony showed 2 demos of working titles; a Ridge Racer type racing game and a 3D adventure similar to Virgin's 7th Guest. I was not present but my sources say they were totally impressed. More 3rd parties have signed licensing agreements but they haven't been formally announced yet. For more PS-X information stay tuned for the next Japan Now!

PS-X specs, as of 12/93:

Main CPU:

32-bit RISC (custom R-3000-A)
Clock speed: 33 MHz
Calculation Ability: 30 MIPS
Command Cache: 4 Kibibyte
Data Cache: 1 Kibibyte
Bus Band Range: 132 MB/sec.

Geometry Engine:

High Speed Vector Calculator
Calculation Ability: 66 MIPS
Polygon Calculation Ability:
1.5 million polygons/sec. (flat)
50 thousand polygons/sec. (shaded & light calculation)
Data Compression Engine:
Calculation Ability: 80 MIPS
CPU: Bus direct connection
Built in JPEG/MPEG-Subsampler

Graphics:

Full Color Display: 16.7 mil. colors
Resolution: 256 x 224 to 640 x 480 (max)
Sprite/3D drawing
Frame Buffer: Adjustable Size
Line Buff: Unlimited
Unlimited CLUT
Scaling and Rotation for models
Individual sprites: 4,000 sprites max
Max: 8 x 8

Polygon Hardware Rendering:

200 thousand polygons/sec. (max)
Texture Mapping
Flat and Color
High Speed Geometry Calculation by
GTE (Geometry Transfer Engine)

Sound (16 bit):

ADPCM Based Module x 24 channels
PS: 64.1 KHz
Digital Effect
Music composed-Envelope
Licensing Digital Reserve

Game Disc:

Disc RAM cartridge



Ridge Racer



Ridge Racer



Ridge Racer

More new system info.: NEC HE has announced their new, next generation 32-bit system called "X" (code name). In May of '92, Hudson announced their new 64-bit hardware, "Telspin" (Iron Man) but this project has been phased out. NEC has officially announced in several newspapers that they will be using Hudson's chip to develop their new system. Let me tell what I know about the X. First of all, the main CPU will be NEC's V-810. This CPU allows you to send 6 commands at once (RISC type) and it is faster than a normal PC's CPU. The CD-ROM drive will be more than 2 speeds and full color graphics. Main memory is still unknown. Since NEC was the last to announce their new 32-bit machine, I don't have the actual specs, and information...yet. This system is obviously CD-ROM and not compatible with PC Engine and Turbo Grafx. Hu Cards, I'll have more next month. The PC Engine's Arcade Card has been pushed back to March. A likely reason would be the huge fire at the factory in Japan where they make DRAM. This factory was responsible for 60% of the world market. So, they are obviously short on DRAM. They have finally come up with the actual photo of the Arcade Card (see below). NEC will be releasing two different ACs. One for regular PC Engine CD-ROM and one for the Duo. Retail cost of ACs are about \$125 for regular CD-ROM and \$175 for the Duo. Of course, these prices are in Japan. I'm not sure whether TTI is bringing them out in the US or not...I highly doubt it. It sounds expensive but you will be able to play high quality arcade titles on your PC Engine, so that's not bad...I guess... There are some 32D titles that are compatible with the Arcade Card which are: Flash Hiders, Emerald Dragon and Debut. About 2 third parties are developing games for the AC as of Nov. '93.



One of my sources found out that Nintendo is making Mario for their Project Reality. I'm not sure about this rumor but since Mario is Nintendo's top selling character, there is a good possibility. Seems like they will be releasing 2 to 3 titles at the time of the release of their 64-bit system. Mario, P-Zero 2 and...? This month, there is no new information on Sega's... because there have been many changes in the specs, since we last printed them. Sega is still considering the cartridge format, CD-ROM or both. It is certain that their first title will be VR Fighting and... I've heard Sega is trying hard to make a demo of the Saturn version of... to show at the Winter '94. So there is a high possibility I'll see it at the event.

Special K's Last Minute Information!

They have announced it's coming out but it seems like... Capcom... and... I'll have more next month. The PC Engine's Arcade Card has been pushed back to March. A likely reason would be the huge fire at the factory in Japan where they make DRAM. This factory was responsible for 60% of the world market. So, they are obviously short on DRAM. They have finally come up with the actual photo of the Arcade Card (see below). NEC will be releasing two different ACs. One for regular PC Engine CD-ROM and one for the Duo. Retail cost of ACs are about \$125 for regular CD-ROM and \$175 for the Duo. Of course, these prices are in Japan. I'm not sure whether TTI is bringing them out in the US or not...I highly doubt it. It sounds expensive but you will be able to play high quality arcade titles on your PC Engine, so that's not bad...I guess... There are some 32D titles that are compatible with the Arcade Card which are: Flash Hiders, Emerald Dragon and Debut. About 2 third parties are developing games for the AC as of Nov. '93.





Other Stuff

Welcome to Other Stuff for '94. Since we have added our new UK section and Japan Now, this section will mostly cover what is currently happening and what the future may bring here in the states.

Since the **Jaguar** seems to be on many gamers minds, let's start with the latest info. On the new east, Atari has announced 15 new software companies that have signed on for development: Accolade, Activision, Id Software, Microprose Ltd, Microprose Ltd (US), Phalanx Software, Gremlin Graphics Ltd, 3D Games, 21st Century Software, Ubi Soft International, Ubi Soft Inc., Interplay, Millennium Interactive Ltd, Breakstorm and Virgin. This brings the total number of Jag licensees to 35, games are coming! From Activision; look for Return to Zork, from Accolade; Bubby and their line-up of sports titles, from Id Software; Wolfenstein 3D and Doom: Evil Unleashed, from Microprose; 3D Cupshot 2000, from Gremlin; Zork 3, and Ubi Soft (who represents 80% of the entertainment software in the French market with distribution rights to more than 30 labels worldwide, including LucasArts) plans a number of games for the Jag. If you're into fighting games, here is some info. from the producer of **Kaesumi Ninja** at Atari. CM will have lots of blood and gore and they are shooting for a ton of special moves including never seen before fatalities. The game will carry a "Mature Audience" warning sticker. "We have very good compression routines, as we can fit a lot of data into a very small space. The cart size is currently set at 16 megs. There will also be weapons in the game. We will keep you posted as to what type as the development winds down. The number of characters is not yet set, it could go as high as 20 but 10 is a more realistic number. Most are human (Ninja, UK flat fighter, Bronx female and an Eekmo) but mythical characters like "Yell" will be present as well. Atari has already sold out of Jaguars for '94 so now the question is, will they make the January launch as scheduled? Yes, we believe they will. Oh, and one more thing before I go, AVP is going to be real! A friend who's played a recent version described it to me and it sounds amazing. We'll have to wait until '94 but it'll be worth it.

Now for some news on the new **Neo-Star**

The what? you say. There's no release date yet but the word is out. SNK's next game console is currently under development. The new machine is bigger than the current console and boasts both a cartridge and CD port. The system features new cordless joysticks and a larger capacity memory card able to hold 20% more information to be used for such things as home banking over in Japan. The biggest difference though is the new dual CD-CD-ROM drive, able to play special Neo-Geo games. The specs are still not final but here is how they currently stand. The Star is set to be a 32-bit console and will use RISC CPU's, the clock speed is around 14 Mhz. It is capable of a resolution of 640 x 480 pixels and uses a new Super-Scart system to increase the resolution of the normal displays it is connected to. They are aiming for the machine to do polygon graphics and there is speculation that the Star could be the first 3D game machine that will be able to create truly interactive, virtual reality style games. The CD+ feature allows for movie quality sound and graphics to be played with video game interaction via the cartridges. Another feature with potential is the expansion port which would be used for upcoming cable TV/modem connectors that would allow multi-player gaming. 3D glasses add a keyboard (for uses such as home shopping, banking etc.). As we reported some issues ago, a separate CD-ROM is supposedly still in the works which would attach to your existing Neo, offering much of the Stars features. We will bring you more on this new system as it develops. Elsewhere in Neo-Geo news, upcoming is a fighter which will feature characters from Art of Fighting, World Heroes, Samurai Shodown and Fatal Fury. Originally supposedly titled "Survivor" it is now going by the name; Battle of Destiny. Sources say that other titles planned for late '93/early '94 will be postponed as all efforts go to bringing this huge title out as soon as possible.

In just a bit of Sega news. . .

Recent rumors of the Mega-CD being discontinued overseas should be discarded as sources high-up in SOJ say that they have no intention of abandoning the system at this time. Several new titles are in development which we will disclose to you as soon as we get the green light. On the software side, **Star Knuckle 3** (Streets of Rage 3) is nearing completion and should be released by March. The new game is 24 meg and features 5 characters and, yes, Yuzo did the music. Also coming are **Demolition** and a new Basketball game from Konami and I think I heard someone say the sec-

still Castlevania for Gege would be 16 meg. Now, if I just had a time machine.... Aero fans will be happy to know that a new 16 meg sequel is on the drawing board and **Beevia and Gull-head** fans will get a game in '94 as well! **Vacuum** (soon to be a household name in the game biz) is readying an ultra cool, interactive adventure starring those two model citizens, Beevia and HUH, HUH, Gull-head. Al swung by and gave us a sneak peek and (although way early) the game looked great. All the hang-outs from the MTV cartoon are in there and it's 2 player simul.. Of course, I'd go directly to Burger World for some of those tasty fries. Following the release of the much anticipated first Sega D&P cart, rumor has it that Virtua Fighters is on the drawing boards for late '94... seems to be a logical choice, wouldn't yah say? Another great Sega title fresh on Japan's unknown list is Outrunners. Although release is imminent, no date is available at this time. I would let out a wailing "Joy" as only Stimpz could if it was anywhere to be found on a screen somewhere in Vegas this January. For a system going into its fifth year, the Genesis is smokin'! A well spent ninety nine bucks wouldn't yah say? And finally, how about **Sonic** at the Macy's day parade. It figures, you turn a video game character loose on a busy street and he goes freakin nutso! Sonic later said (after they put his head back on) he thought he saw Robotnik behind him so he went to go into a Sonic spin and that's when he met Mr. Lampoost. Sonic blames the fiasco on the people who programmed the street and bad collision detection.

In Nintendo news...

All is quiet before the upcoming CES, but if you've read our Europe section you already know about **Star Fox 2** and **FX Ties**, two of the many strong SNES titles slated for release in '94. Also in the works are a 32 meg version of Capcom's Sign Masters to be followed by, you got it, Super Street Fighter 2. Super may be 32 meg as well. We have also heard knidings that Argonaut Software may be making the hardware for Project Reality, this could not be confirmed at press time but the makers of Star Fox and other up coming SNES wonders seem like a logical choice.

In other news...

Mortal Kombat 2 fans will be happy to know that Probe is on line to develop the Sega version and Sculptured is back on line for a SNES version. If Sculptured has to take out the blood and violence this time around, MK 2 SNES will be about 2 meg...that's a joke, don't call in. Speaking of the carnage, we printed some useful fatalities around here somewhere.

And, finally, Core (makers of the absolute best Sega CD games and my personal favorite Wonder Dog) is on the move and will be publishing their own solo in '94. Susan Lusty will head up the US office and we welcome her to the fray-you know where to send those games! Susan, make sure to check out Europe for more info, and an interview with Core, along with lots more exclusive information. See you next month after the show!

SONIC 3 THE HEDGEHOG

Sonic's back already! So far he's done Pinball, CD and now he's headed for the Genesis! This is great. Sonic every month... could live with that. Will this be the best Sonic yet? We will see February 2nd. Sonic3 features another all new character, "Knuckles", new play mechanics and is said to be the longest yet. Look for a ton of awesome Sonic3 coverage in our next issue. Sorry about the fuzzy shots, we had to grab these shots off video tape.

ATARI
TAT
BALLOON
CYCLOP
EINER

Here are some no shows from the AMOA. Japan's got 'em now, so stay tuned to Quarter Crunchers for US release date information.



ART OF FIGHTING 2 - SNK



ULTIMATE FORCE - KONAMI



HYPERDUEL - TECHNO-SOFT

DRAGON BALL Z - BANDAI



PERFECT SOLDIERS - IREM

SUZUKA 8 HOURS 2 - NAMCO



Viacom's first SNES game is based on the hilarious new Nicktoon, Rocko's Modern Life. We had a chance to preview the show and the game and they are both great! Watch out Ren & Stimpy, Rocko and Spunky will have you rollin'...they're Aussies mate. Later in '94 watch for Beavis and Butt-Head in their video game debut, also from Viacom for the Genesis.

BUBSY



Bubsy is now headed for Saturday morning TV. Do I see a trend beginning? Will the video game wars turn into ratings wars? Aero is said to be right behind him. Will Sparkster swing in next? To bad I'm not an early riser.



"BOWSER'S GOT ME!!"



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Travel the world instantly
through PORTALS

Deep within Antarctica,
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on earth.

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around the world and find the missing
clues to save the world from destruction.
You'll explore exotic locations, collect
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rescue Mario in a surprise ending.



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A LEARNING ADVENTURE THAT'S WAY COOL!!!

Map
included!



Best of all, it's Mario's greatest adventure yet.
Around every shadowy corner, in every exotic city --
there's always something new!

The evil Bowser has your favorite plumber in his grasp
and it's up to you and Luigi to rescue Mario and save the
planet. It's time for you to be a Mario hero!

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Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... 'Cuz I'm **BOO!!!**

Dear Postmeister,

A few questions about the Atari Jaguar, are all the 3rd party developers European CO's? Are any RPG's in development? What is "Anti-Aliasing" and will the Jag be able to perform this? Will EA support the system? Please give me more screen shots on all of the titles that will be available when the system is released.

Jessie Padilla
Newark, NJ

Dear Jessie,

Currently, the Jaguar has 35 licensees-the newest being Microprose, Accolade, Activision, Gremlin, Virgin and Interplay. Most licensees have both a European and US operation (and some Japan as well), so exactly where the development takes place is up to them. But I'm sure that early on most of the titles will be developed in Europe, where most of the best talent resides. So far, no RPG's have been announced but I imagine that many will, especially the dungeon type which would be phenomenal with the Jags capabilities and seem to be very popular in Europe. For more new game announcements and licensee info., check out Other Stuff on page 160. Anti-Aliasing removes the jagged edges on sprites and other objects, leaving a clean, smooth image and, yes, the Jag can do. As for EA, well I think if Atari sells a heap of systems they may raise an eyelid but with their vested interest in the 3DO I don't think they'll ever develop. Well Jessie, I hope I answered all your questions, jump on a Jaguar as soon as you can and be sure to check out Other Stuff, there's a ton of Atari info this month.

Dear Postmeister,

I've come to a conclusion. If you want to do something right, do it yourself. So, like many of your readers, I want to make video games for a living. The future of this industry looks very bright, and I want to be sure it heads in the right direction. I need your help. Anyone can be a programmer (as we all know), but being a successful game designer is what I strive for. The concepts, the planning, the testing of the video games is what I find the most interesting. To do this, I'm asking the utmost authority on the subject (you), what courses to take in college and what to major in. Are there any special schools that have a special affinity for software design? I want to get a jump on everyone else, so I was hoping you could answer my questions quickly. I feel that GameFan is the only magazine worth writing to, since you guys care the most about the industry as a whole. Keep up the great work!

Miguel Hurtado
Arlington, VA

Dear Miguel,

A close friend of mine (I'm crazy but I am connected), David Perry (a great guy and the absolute best 68000 programmer), is going to help me out on this one. Since you sound pretty serious I dropped him a line, so that you and others with the same goal can benefit from his wisdom. Here's what DP says: First of all, I am not aware of any colleges or other continuation schools that give courses in this area, theory is not what you need at this point. Simply go out and get yourself an Amiga A500. You should be able to find one at a very affordable price (much less than that hefty tuition). Now, you'll need an assembler. So track down the Dev Pac from HI Soft, this is the industry standard. This set up will get you started easily and cheaply as a 68000 programmer. In fact, if you make a good enough game you could actually sell it over in Europe



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Edwin S. Redkey is a research professor at Texas Tech University. © 1999 Texas Tech University.

Bulls
VS.
Blame

[illegible]

The T1300 indicates you are using an elevator, too. Press button 5 to select your new closest to the ball. Suppose button 5 is select your new where you need to be. diagonal control puts you where you need to be. needs to be button 5 and block the shot.

38. **Protein**

...and the student might not be the

100

**NHL
Hockey
'84**

to be breaking—are we there? Well, I tell the
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where the Amiga is still huge. There are also many books available that can help you along. Try to find an Amiga dealer in your area and he'll point you in the right direction. If you can't find one write me back and I'll track one down in the Postal 4x4. Believe it or not, DP went from his first Amiga title, "Overlord", directly to the Genesis version of Terminator, which was way ahead of its time. He has since gone on to program Cool Spot, Global Gladiators and Aladdin. And now he's setting up shop by the beach with his new ensemble, Shiny. A long way in a short time. With all the new formats popping out, there's plenty of room for more dedicated programmers. So, I wish you luck. And there you have it. Hey, that's like being a karate student and getting advice from Bruce Lee! So, use this information wisely and when you make your first game it better be good or you'll be getting some surprise mail! Give GameFan the exclusive end send us lots of free games! That's the drill! Aligue!...good luck!

Dear Postmeister,
First of all, let me congratulate you guys on your first awesome year of GameFan!! Here's hoping for many more years of your incredible mag. Second, I have an important question to ask. I'm twenty years old and I've pretty much spent eleven years surrounded by video games (could ya believe I still like Warlords?). I would like to know what it takes to be an editor or game reviewer like Skid or Sgt. Gomer because basically it's the type of job I'm looking for. Is there any collage experience necessary or what? Yes I'm serious...I've owned almost every system available (mind the 3DO and Neo-Geo...out of my budget). Finally, what ever became of Battle Blaze? I swear the Super Famicom version came out almost a year and a half ago and Sammy still isn't on the ball. Thanks for all your help, hope you get some snow tires for your mail truck as a Christmas

present.

Sincerely,
The Crimson Skyhawk

Dear Crimson Skyhawk?

First thing you gotta do is drop that code neme, it's too dramatic. People will think you're weird (like we're all not). Think of something short that people will remember easily. Second, you need to do what Storm and the others do, absolutely love video games. Not like you do now... imagine having to play games every day, good, bad or boring. You've got to beat them quickly (not to brag but we are all rad gamers) and then accurately analyze them. Then, you have to be able to convert those thoughts into text that other gamers can relate to, so that they can base their decisions on your analysis (at least that's how we do it). This is a huge responsibility. You also may get a call from a developer if you write a negative review, so a good personality helps as well. Hey, you gotta tell it like it is. I guess a good imagination, a good grasp of the English language (although we have proof readers now, remember when we didn't) and the ability to stick with something and work into the wee hours of the morning at crunch time are the key ingredients in a good reviewer. If you can do all of that and love it enough to do it 6-7 days a week, then you can give us a call. Or, write an article and send it into DH, our big chief. He actually reads all of his mail, even if he sits there all night. As for Battle Blaze, they took out all of the nasty stuff from the import and it should have come out eons ago. Maybe the fact that it's not that great of a game has something to do with it or maybe they're making it better. I'll ask 'em at the CES...if they let me in! As for snow tires...I just tie bad games on to my slicks, they get great traction!

This is one of two letters from Patrick Brown, an intelligent fil-

teen year old that every marketing director should schedule an appointment with.

Dear Postmeister,
Is it just me, or are people incredibly stupid? What is with all of this censorship in video games? I am fifteen years old and a freshman in high school. One of the math classes that I'm taking right now is Pre-Calculus. My GPA for the first quarter was a 4.714. According to my teachers, I'm a "very good kid." I've played Mortal Kombatt, seen all blood and even ripped off a few heads. You know what? ... I enjoyed it a little too! I'm not about to go to the grocery store and try to massacre every customer in the place! I am fully capable of comprehending the fact that it was just a video game. Why the freak would this video game need to be censored? ... What? To protect the children? Who do you think is playing the game in the arcades? Why would anyone want to bring it to a home system if they didn't know that at least a few thousand kids were playing it? And if the parents are worried about their kids seeing the blood, then they should actually get involved with their children to see what they were playing! Isn't it the responsibility of the parent to censor what the child sees and not the responsibility of the game company? (I think it's called "parenting" or "being a parent." Could you look it up for me?). I can sort of understand why movies would have to be rated to protect kids; they are a little more realistic than video games. They do have live actors/actresses in the movies. But if I grab a cartridge and plug it into my system, I'm not expecting reality. Even if it is with real actors, like Sherlock Holmes for the Sega CD, I still know it's a video game. I can turn the power off any time I get scared. I am pretty much in complete control of what happens when I play a video game. I can see a Palestinian getting his head literally blown off on



Dante vs. Dante's Testing mode with the Turbo Touch 360 is a 1v1 match. Dante vs. Dante is the only 1v1 mode in the game. Dante vs. Dante is the only 1v1 mode in the game. Dante vs. Dante is the only 1v1 mode in the game.



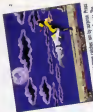
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the news (it actually happened, my brother saw it), but I can't see fake blood on a video game. Am I misaling something here? Not all people are stupid though, I must say that I loved Betty Nguyen's letter in issue 12. I also loved Chait Matsyanant's letter, that was an awesome point. I'd like to see how you feel about some of the points I've made. Thanks for your time.

Letter number two;

Dear Postmelster,
I'd like to complain about the amount of crud coming out for the Sega CD. The Blonic Game nailed it in his/her letter. I also got the system for the games that I saw coming out in Japan. But they're not going to come out in America because Americans are not familiar with the Japanese cartoon stories? If it is a great game, people will buy it. Dragon Ball Z is a great cartoon, and an excellent game. If there was no cartoon, I would still like the game. But since the cartoon is rarely seen in America, the game is no good? That makes no sense whatsoever! The Sonic the Hedgehog cartoon didn't come out 'til after the video game. He didn't exist 'til the game came out. But, since it was a great game, everyone loves him now. Did I see a Mario cartoon before I played the game? No! Did I thoroughly enjoy the game anyway? YES! You see the point I'm trying to make here? The game is not bad just because we may not have seen the cartoon. Maybe the games will cause more people to get involved with Japanese animation (which I have been a fan of for years) and open them up to a new culture. Who knows? Anyway, I've been complaining long enough. Thanks a huge heap.

Patrick Brown Mirmar, FL.

*Dear Patrick,
Great letters! The point you make on censorship is right on the money. It's funny that you can figure it out while politi-*

clans, talk show hosts and news agencies stumble around like frogs in a French restaurant. These under-educated wannabees have obviously done no actual research with publications like ours or kids like you. But then, if they did, they would find out how wrong they are and then have to deal with society's real problems. Precisely why they don't. These people are basically mooches, they get paid for their so called foresight. I would like to see all the kids being pre-judged like you, voice your opinions on this subject. In fact, if you get your letters to me I'll get 'em to either the proper authorities in Washington (if there are any) or to a local TV or radio station. Who knows, maybe Howard Stern will address these bozos. In response to your second letter, I agree 100%. But here's the marketing perspective; the major chains like EB, Babbages, Blockbuster etc. might not pre-order that many of a title they are unfamiliar with. They are not gamers and have no idea what's good and bad... great, more uneducated people in the loop. They look for licenses like, TMNT, SF2, Jurassic Park, Dracula, Sonic, Mario etc.. That they know will sell even if they suck. That way, they don't actually have to work and that's how nine to fivers are... suits, they get home to catch Roseanne. So, the software companies react. Why take a chance on something new when you can ride the coat tails of a hit movie? That's why games like Gunstar Heroes (our game of the year) get no promotion while average games with big names get splashed all over the media. We do have hope though. Systems like the Atari Jaguar open the doors for programmers in Europe and other countries to be creative and take chances. Many of them are not governed by the powers that be. The only catch is that a huge installed user base is not yet in place. So, the majors will most likely take the safe route with Sega or Nintendo and make an arcade

translation or another sequel. It will take a system like the Jag to take off to make them up, and that is up to all of us. Japanese animation, such as Dragon Ball Z, being ignored is a crime. It blows away any of our cartoons as do most of Japan's Anime series. There are, of course, those companies like Working Designs that have gamers in the decision making position like Victor Ireland, that will ignore the suits and fight to bring out a game like Lunar. Fight he did, so if you own a Sega CD go buy it. It's RPG of the year, maybe of the decade. As for the Sega CD, well, our hope lies in Europe with companies like Core and Probe, which is precisely why we have started Europa, our new section on the European gaming scene. The US may be all mucked up and watered down but those guys over there are gamers. Most of the really good stuff coming out is being done over there or in Japan. So, there you have it chief-my response to your two great letters. I hope I answered a few of your questions. Always remember, you, the consumer, all of you, dictate what ultimately will happen. So, buy smart (our un-watered down reviews will help). Don't be fooled by a big license or a cool box and I hate to say this but watch out for bad reviews. I've most recently read some very high scores for some very bad games. Be careful! Catch ya next month!

THE EDITOR

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Variable	Mean	SD	Range
Age (years)	34.2	10.5	18-65
Gender (male/female)	15/15		
Marital status (married/unmarried)	10/10		
Education (years)	12.5	2.5	8-16
Occupation (white/blue collar)	10/10		
Income (USD/month)	1,200	300	500-2,000
Smoking status (yes/no)	5/15		
Alcohol consumption (yes/no)	5/15		
Family history of hypertension (yes/no)	5/15		
Duration of hypertension (years)	5.5	3.5	1-15
Current treatment (yes/no)	10/10		
Medication type (ACE inhibitor/other)	10/10		
Compliance with treatment (yes/no)	10/10		
Quality of life score (0-100)	65	15	30-90

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